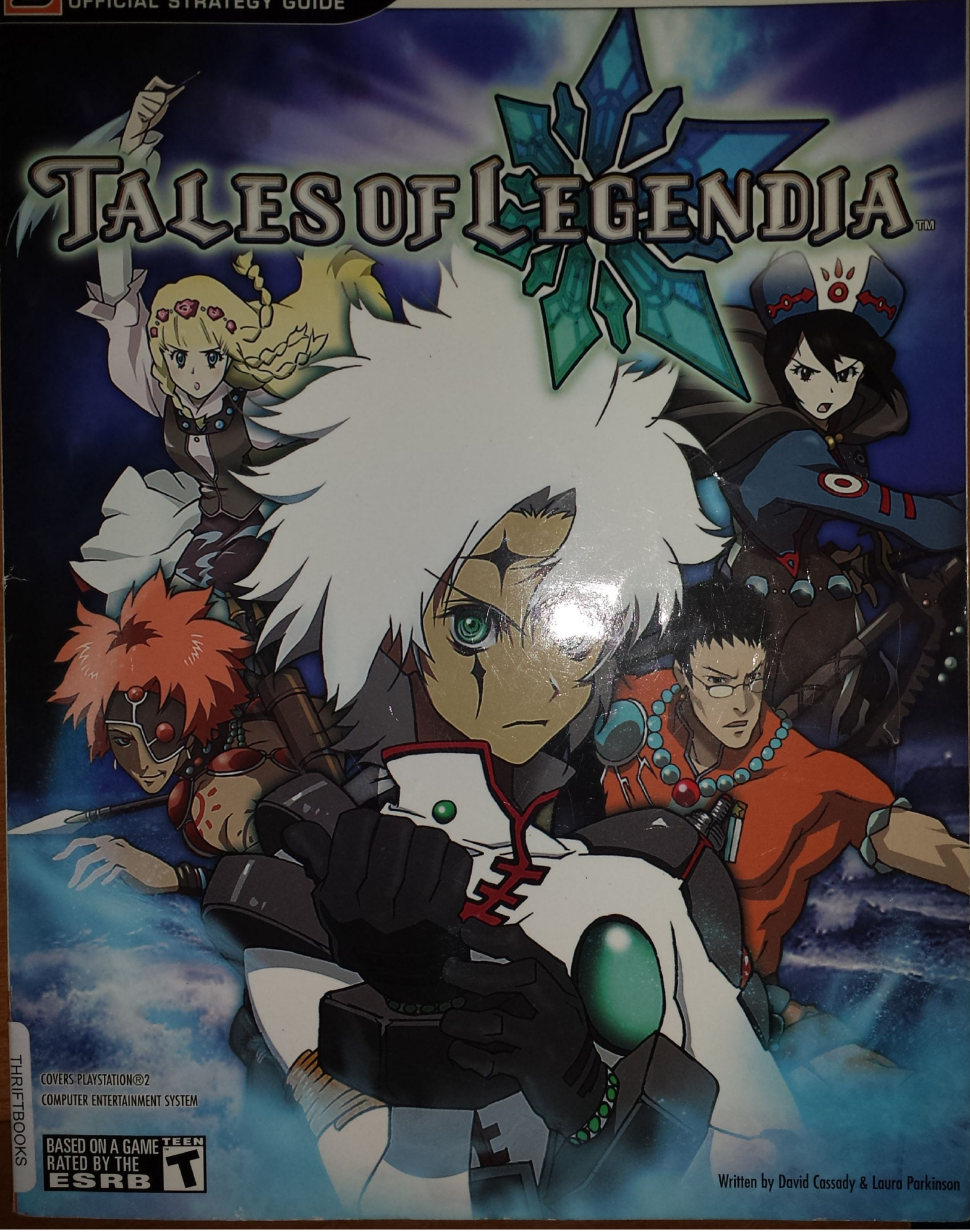
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OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER

TALES OF LEGENDIA™



COVERS PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM

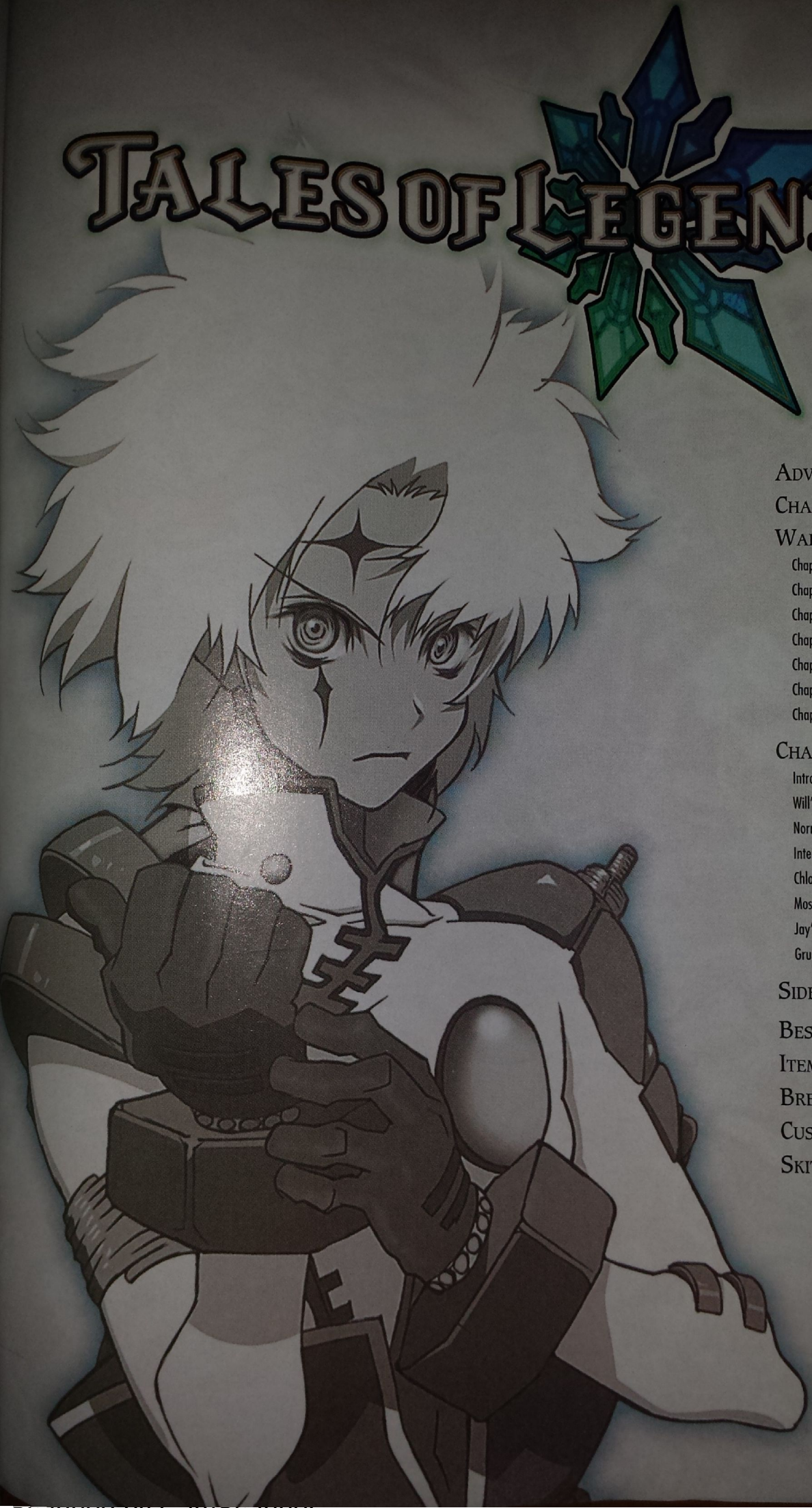
BASED ON A GAME RATED BY THE ESRB T TEEN

Written by David Cassady & Laura Parkinson

THRIFTBOOKS

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TALES OF LEGENDIA™



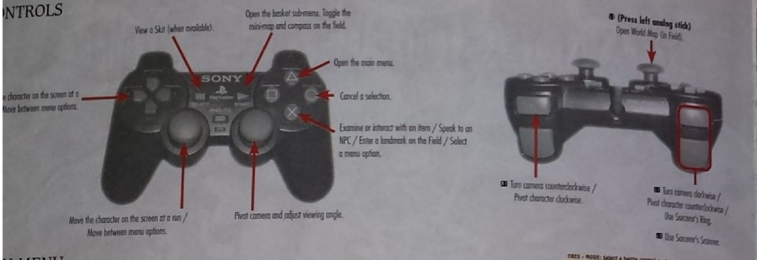
ADVENTURING BASICS.....2
CHARACTER DATA.....12
WALKTHROUGH.....28
Chapter 1: In Pursuit.....28
Chapter 2: Just Out of Reach.....40
Chapter 3: A Fateful Encounter.....49
Chapter 4: The War-Torn Land.....56
Chapter 5: Awakening.....76
Chapter 6: The Fallen Lands.....85
Chapter 7: Shining Blue.....91
CHARACTER QUESTS.....101
Introduction.....101
Will's Episode.....106
Norma's Episode.....114
Interlude.....120
Chloe's Episode.....122
Moses' Episode.....129
Jay's Episode.....134
Grune's Episode.....145
SIDEQUESTS.....158
BESTIARY.....166
ITEMS.....202
BREADS.....217
CUSTOMIZATION.....220
SKITS.....221

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ADVENTURING BASICS

world of Tales of Legendia is quite expansive, which means you have to learn how to get around and fight before you can really take advantage of everything it has fer. This section should help you learn the basics in no time, letting you get the most out of your game.

NTROLS



N MENU

the main menu, press ● while on the field, in a town, or a dungeon. This ou to make use of quite a few different selections, each represented by the top of the screen. To move between tabs press left and right on the al pad or (left analog stick), and press ✕ to make your selection and go levant sub-menu.

as both spells and fighting skills in the world of Tales of Legendia. Here view your current eres and change their various settings. Switch between erent tabs in this sub-menu by pressing left and right on the analog stick onal pad buttonsw.

—Use" tab lets you use an eres from this menu. This is handy for healing storative eres. Otherwise this just acts as a list of current eres known, s you to see more easily which eres you have already mastered.



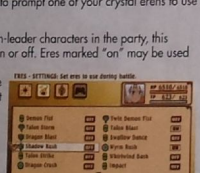
The "Eres—Settings" tab functions differently for the party leader and the other party members. For the current party leader (the player-controlled character in battle), this allows you to set different eres to six slots. You can set the current character's eres to each of four different slots which allow you to use a different "quick" eres when you press ● alone, or press it with three different directions on the directional pad or left analog stick. You can also set eres to the ◧ and ◨ buttons, which do not have to belong to the current This is handy for a quick way to prompt one of your crystal erens to use e eres in battle.

elect the same tab for the non-leader characters in the party, this o toggle their different eres on or off. Eres marked "on" may be used ile those switched "off"

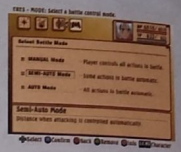
is a handy way to make sure ters won't use an element that strong against or absorbs al battles.

mpound Eres" tab you can erent eres you've mastered res ability which is strong rticular family of foe, and d some type of status effect. nly usable by iron erens.

d eres, select a character, then select one eres from each of three ne them. The eres use must have been already mastered, and the st have at least one eres in each of the three lists to successfully form eres. The actual combinations for compounding eres are covered in n the "Characters" section of the guide.



The final tab in the eres sub-menu is used by the leader only. This allows you to select your battle mode, which is covered below in the actual combat portion of this chapter. The battle mode can also be changed during battle, on the fly, or by using the Select button.



Items

This tab allows you to use items while on the field, or view descriptions of other items that cannot be actively used. Like the main menu this sub-menu is split into various tabs, although here you must press ◧ and ◨ to change between them. Use the directional pad or left analog stick to change between the various items on your current tab, and press ✕ to select the item.

Selecting a tool allows you to use it now, while selecting a piece of equipment allows you to check to see which characters can use it, and what general effect it would have on their stats. You can also then select a character to equip the weapon or armor immediately, without using the equipment sub-menu.

From left to right the tabs in the item sub-menu are: new items, tools, weapons, body armor, head armor, accessories, food ingredients (but not baked breads), valuables (or key items), and eres stones.

For most items, you can have a maximum of 15 copies of that item. The eres stones are the exception, allowing you to carry up to 9999 of each stone. Note that the most valuable items may change after you complete the game and visit the grotto.

Equipment

Select this tab, then select a character in order to change their equipment and view their stats. Enter the sub-menu you see a list of that character's equipment to the left, with weapon, body armor, head armor, accessory slots, and a title.



Scroll up and down to highlight different slots, and see a list of possible replacement equipment to the right. Press ✕ to choose the highlighted slot, and scroll along to list to the right to select a new piece of equipment. Press ● to toggle between two displays of stats, press ✕ to don that equipment, or press ◉ to exit back out.

Basket

Here you can enter the basket sub-menu, where you can use bread outside of battle. Breads have various restorative effects on your characters, but can only be used when needed. In other words, if all of your characters have full HP you cannot use a HP-restoring bread (unless it also restores TP, and your characters are short of that). If no characters are KO'd you cannot use one of the high-end breads that brings characters back from unconsciousness, and so on.

Status

This allows you to check the current status of each party member. Select a character to view a more detailed screen including all of their stats, experience, and the experience to the next level. Press ● on this screen to go to the next screen, which displays current equipment and elemental attributes.

Strategy

Here you can select the strategies that the computer uses for your other party members' AI. Press right and left on the left analog stick or directional pad to switch between party members, while pressing up and down scrolls between different strategy settings. Press ✕ to select a setting to change.

At the top of the screen, you can set up the characters' original formation in battle. Those toward the front start out close to the enemies, unless of course your characters are taken by surprise and the enemies sneak up from behind.

The distance setting determines how far the character tries to stay from the targeted monster during the battle. It's wise to set this distance to a large amount for crystal erens, and to a short distance for more physical iron erens. Stagger your characters even further to, for instance, keep a normal offensive caster in front of your main healer, giving the more important caster even more protection.

Select the balance setting to change how aggressive a character is in battle. You can put a character on all-out offense, total defense, or three settings in between.

The TP usage setting lets you determine how fast you want to allow a character to go through TP. As a hint, crystal erens tend to use TP slowly anyhow, as it takes a while for them to cast their more powerful spells, so you may wish to set them to a much higher rate of usage than your iron erens, which will go through TP like candy if allowed.

In the final setting, you can choose just how a character chooses a target. The "free" setting allows the character to select the target freely, while "different" causes the character to select a different target than the (player-controlled) leader, and "same" causes the character to focus on the same enemy as the leader.

Formation

Select this tab to change your party's formation. This allows you to place different members into your active party (the top four slots) when you have more than four total, and also allows you to change the active leader by putting a new character into the top slot. Changing the leader gives you a new character to actively control in battle, and also puts that new character on the screen as you navigate the field, towns, and dungeons.

Books

This is where you come to view the three different "books" in your characters' possession, some of which you collect during the progress of the game.

The Journal allows you to view a summary of events throughout the game up to the current point, all written from the characters' point of view. Even if you remember what happened without difficulty, it's still an entertaining read.

The Bestiary section gives you a list of the recipes you've learned throughout the game. To the right of each recipe is the number of that type of ingredients you have currently in your basket. Highlight a selection to see a list of ingredients to the right, and the number you've created listed below, with a description of the food and its effects at the bottom of the screen.

The Adventurer's Book is received along with one of your more...bubbly team members, and records all of the items you've found along the course of the playthrough. Press left and right on the analog stick or directional pad to switch between tabs. This book gives you not only the number of items you've collected in each category, but also the maximum number in the game, and percentage you've managed to collect. This acts as a handy aid for those trying to collect every item in the game at least once.

Options

Here you can change game settings. This allows you to manually or automatically skip messages, toggle the subtitles and vibration, set battle difficulty, and adjust various sound and video settings.

Save

This is usually grayed out, and is only usable on the field. Here you save your game when you're between towns and dungeons, without a save point in sight. You cannot load data from here. See the section on saving your game below for more details.

EXPLORATION

The first challenge of the game is of course to learn just how to get around. For the most part this is straightforward, but as with most games there are a few quirks to learn in order to maximize your experience.

World Map

Shortly into the first chapter of the game you receive a World Map which helps you navigate to the different reaches of the Legacy with confidence. To view the world map exit a town or dungeon so you're out on the field, then press down the left analog stick (◉) to bring up the World Map.

Once you bring up the map, your own location is marked by an arrow pointing in the direction your camera is currently facing. There is also a list of various locations you've visited to the left. Scroll up and down this list, and the highlighted location is shown by a blinking dot on the World Map, while other locations are marked with solid dots. Locations that have items for sale from one or more peddlers are marked on the list with an exclamation point. Press ✕ while highlighting one of these locations to see a list of shops in the area.

You can also look at the bottom of the World Map screen to see the name of your current location. To exit back out of the World Map, press ●

Town



There is one main town on the Legacy—that of Werites Beacon—and a small handful of villages and other settlements that you find throughout your adventures.

Getting around town is quite easy. Move around using the directional pad or left analog stick, and if you don't quite see your destination, use the right analog stick to move the camera around as needed. For most areas the handy maps in the guide should help you get around, and in Werites Beacon itself you even have handy in-game maps on some of the bulletin boards to help you keep your bearings. This is quite useful, as Werites Beacon is quite a large town.

The lovely part of town exploration is that there are no monsters wandering around ready to attack. You can take your time and explore, getting used to the town in general, without having to worry about being attacked. Talk to the people of each town to learn more information and purchase handy items, make good use of the various services found only inside a town such as specialized shops and ovens for baking, and remember to examine everything!

The Field

As mentioned before, to use the world map you must be in the field. This is the wide-open space that takes up most of the Legacy, found outside the towns and dungeons. You'll use the field mostly to navigate from one location to the next before you open up a duct to a locale (see below), but there are other times when you'll spend time in the field to loot its various chests, or in the process of undertaking various side quests.

While in the field press the START button to toggle the mini-map and compass on and off. Both of these come in very handy to help you navigate the ship without getting too lost. While the mini-map is displayed, you can see various landmarks such as towns and dungeons shown as white dots, to help you get to the next place of interest more directly.

Unlike town where you can walk around at leisure in perfect safety, the field is of monsters. The particular monsters you find depends on just which part of the Legacy's field you're walking around in. For the most part you should be able handle any encounters as long as you stay en-route to your next given locatio but if you start to wander off the beaten path you may find yourself up again monsters that are far too tough for your level, so be warned. Random encoun can happen at given intervals whenever you're in the Field, without any actu visible monsters to give you any advanced warning.

Dungeons

Much of your time on the Legacy will be spent in dungeons of one type or a so you would do well to learn your way around them. Navigation is greatly helped by both the mini-map in the corner of the screen and by the ability the camera around as needed, although your greatest ally here lies in the found within the walkthrough of this guide. These show you where to find important features of each dungeon, such as treasures you don't want to m well as the exits and entrances.

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Like the Field, Dungeons are full of monsters and you often find yourselves in combat after stumbling into a random encounter. Unlike in the Field there are also often Boss enemies that you must defeat in a Dungeon to continue the story line. Later in the game during the character quests there are even rare monsters that you can find using a special item that may drop unique treasures, but are difficult to find—without the walkthrough's handy maps, of course.

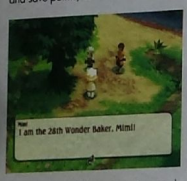
There is one notable location in many of the Dungeons where random encounters do not take place. This is within the various Puzzle Booths. You enter a Puzzle Booth by finding a green "broken" duct within a Dungeon and entering it. You are then taken to the strange extra-dimensional location without any random encounters, full of blocks and raised pathways, each with a different layout.



To exit a Puzzle Booth and continue on your way you must solve the puzzle within, usually by sliding around blocks into various positions, in order to reach and sometimes activate the duct within the room. Once you do this, you exit out the other side of the Duct, and it is now fixed. Taking the Duct at a future point takes you through normally, without stopping in the Puzzle Booth.

When inside a Puzzle Booth you can press the START button to reset the puzzle, or you can even take the easy way out and have a party member solve the puzzle for you, taking you automatically out the other side. If you do this however you cannot access some of the character titles in the game, so you may wish to at least give each puzzle a try.

The other typical points of interest of a Dungeon are the various treasure chests and save points, as well as the Wonder Baker. Save points are covered below, while treasure chests are fairly self-explanatory—they hold treasure, waiting for an intrepid adventurer such as yourself to come along and claim their contents. Blue chests hold equipment, while red ones hold other items.



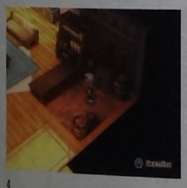
Mimi the Wonder Baker is another matter entirely. You first encounter her within the first area of the game, Fallingwater. Whenever you spy an obviously weird and out-of-place item that's rotating slowly, you know you've found Mimi in another one of her guises. Approach and interact with her to receive a new recipe, which can be used for cooking various Breads. Mimi shows up inside dungeons as well as in various spots in town, so keep your eyes open!

Interaction

The mechanics of interaction are quite easy, simply walk up to an object or person and press ✕.

When going through a town or settlement, it often pays to try to interact with any random or interesting object you see, as many tools are hidden away in barrels, carts and the like. As mentioned in the previous section, if the object is extremely strange and is spinning around in a circle, you definitely want to interact with it to flush Mimi out of hiding and collect a new recipe.

Otherwise there are more typical objects that you must or should interact with commonly over the course of the game. Treasure chests have already been mentioned, but there are others as well. Doors for example have a pretty obvious role. Approach a door and press ✕, and with some buildings this opens the door and takes you inside the house or business. Of course some doors may not be entered at all times depending on events, while others may be locked until you find the right key.

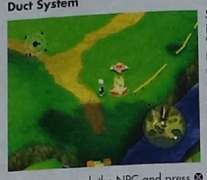


Another less obvious item to interact with is an oven. This allows you to make use of the cooking system, which usually has a large role in a successful game. There are ovens only in certain set locations within some of the settlements, and you must also have the right ingredients for the job. (Look for more details on cooking in this section).

Aside from objects, you can also interact with the various people around town or even in some dungeons. As with the objects, approach the NPC and press ✕ to strike up a conversation. This often just adds to the world's flavor or gives you hints about life on the Legacy. Sometimes this allows you to progress in a quest or side quest, while at other times you may find that the person you talk to is a peddler or other salesperson, taking you into a shop menu.

If you are inside a building, many of the shopkeepers are located behind counters and you can't get to them to speak with them directly. In this case, approach the counter to face the shopkeeper across it and press ✕. This has the same effect and opens the shop menu.

Duct System



Simply put, the Ducts allow you to travel instantly from a distant location back to Werites Beacon, and from town back to any of the Ducts you've already unlocked. It's a quick-travel method that really shaves a lot of time off your questing, preventing too much needless wandering around the Field.

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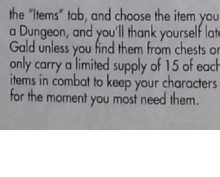
RESTORATION

Once you start getting into random battles while traveling, health restoration becomes quite a large focus. Luckily there are multiple ways to restore health and energy, each with its good and bad points.



The best way to restore your party is a Health Point. These special locations are blue circles of light, something like a Save Point and often found within the same vicinity. Enter a Health Point and examine it using ✕, and it automatically restores all of your health and energy, restoring any negative status. The only real drawback to this is that Health Points are rare, only found in a few set locations. Use the maps in the walkthrough to see how close you may be to a Health Point and if you're too far away, look to one of the other methods [illegible] with restoration.

Inns are another method of restoration [illegible] just like Health Points, but these unfortunately are not helpful to the travel[illegible] within a dungeon, as they're found [illegible] only always—cost Gold to use, [illegible] some locations you may find a [illegible] bed instead of an Inn—approach [illegible] examine it to make use of its [illegible] restorative properties.



When you're not in town to make use [illegible] an Inn and the next Health Point is miles away, restorative items may be your best friend. Various healing gels and bottles can be used both in and out of combat, healing up a set percentage of a character's main HP or TP. To use one, press ⊕ to open the main menu, select the "Items" tab, and choose the item you want. Stock up well before heading into a Dungeon, and you'll thank yourself later. The drawback here is that items cost Gald unless you find them from chests or enemies or other locations, and you can only carry a limited supply of 15 of each item type. Also since you can use [illegible] items in combat to keep your characters alive, you might want to hold on to [illegible] for the moment you most need them.

This in turn brings us finally to the Breads. Upon your first meeting with Mimi, you gain a Bread Basket that allows you to carry up to ten Breads of various types. While cooking the Breads themselves is covered below, for now you should know that Breads each have different effects, usually including HP and/or TP restoration. They can only be used outside of combat, so there's no reason to hold onto them for use in a tough fight, although you want to save up one or two strong Breads for use just before fighting a Boss.

To use a Bread press ⊕ to open the Bread menu and select the delicious dish you'd like to consume. You can also get to this menu through the Main Menu by choosing the Bread Basket tab. While it may seem at first like you should save up Breads as much as possible as they are limited in number, really you should often try to use them all up between each trip to town. To unlock the higher-end recipes you need to bake a lot of Bread, and to do this you need to have empty space in your Bread Basket. So don't be stingy, and use Bread to heal often!

SAVING

As Tales of Legendia is quite a long game, not being able to save would be a disaster. Luckily there are two ways to save over the course of the game, keeping your progress safe from disruption.



The first way to save is to find a Save Point and examine it using ✕. These points are light blue glowing circles with a sphere of energy hovering over top. Once you see a few, you'll learn to spot them quickly. Examining the Save Point opens the Main Menu to the Data screen, and allows you to save your game to a file on the memory card. The game uses only MEMORY CARD slot 1 of your PlayStation 2.

If you don't have a Save Point handy, you can also save your game out on the Field. Out here just open the Main Menu and switch to the Data tab manually, then proceed to save your game as before.

COOKING



As mentioned in the Restoration section, the various Breads play a large role in keeping your characters healthy through a long dangerous Dungeon, so you should be quick to learn and master the cooking aspect of the game.

In order to cook you need a few things: A Bread Basket, the recipe, the right ingredients, and an oven. The Bread Basket and your first recipe are both received during exploration of the first area of the game. [illegible] gives you a nice head start. Further recipes can be found by flushing Mimi [illegible] cific hiding spaces throughout the game, and you may also receive new recipes [illegible] repeatedly practice certain old ones. Check the "Breads" section of the strategy [illegible] for more specific details on what different recipes do, what you need for them, [illegible] unlock each.

Each [illegible] gives certain ingredients which are used up each time you bake a new Bread. [illegible] just visit a grocery to restock frequently, or pick up ingredients through fighting [illegible] or other means. When you have all of the other components covered, find an [illegible] and examine it to get started with the actual cooking process. You can find one [illegible] the same shop as the grocery in Werites Beacon, in Will's House, or in various other locations throughout the game.

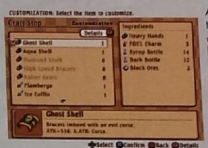
To start cooking, approach the oven and press ✕ to examine it (or speak to the woman in front of the oven in the grocery building). Choose to view the instructions in-game if you like, or otherwise select "bake" to bring up a list of recipes that you know to the left, with a number displaying how many of that item you have in your current possession just to the right of each recipe name. Below the list of recipes you can see how many breads you're currently carrying, to help you plan how much else you can bake.

Move up and down with the directional pad or left analog stick to scroll between recipes, and you see a display of required ingredients and how many of each you have, off to the right. You also see how many of the recipe you've already baked down below. This is important when trying to create new recipes from old ones—see the "Breads" section of the guide for more specific details.

To bake a recipe, highlight it on the list and press ✕. You cannot bake a recip[illegible] don't have enough ingredients, or if your bread basket is currently full. Other[illegible] bake one serving of the bread, and it is added to your basket automatically. [illegible] the bread opens a new recipe, you are notified at this time.

Press ⊕ twice to exit out of the baking screen, and continue on your journey.

CUSTOMIZATION SHOP



Along with the normal shops [illegible] there is one special shop that [illegible] after the first main section of [illegible] has been completed and you [illegible] on the Character Quests. This [illegible] Customization Shop "Craft S[illegible]

This special business allows [illegible] certain materials you collect [illegible] your adventures and combin[illegible] new ways, to make powerfu[illegible] that you otherwise wouldn't [illegible] to have. Many of the items used in this crafting are hard to find and [illegible] number though. Some, in fact, are even the "Valuables" or Key Items [illegible] unique in the game. So plan what you're going to create carefully a[illegible] and don't waste your materials.

SKITS

Throughout the course of the adventure you unlock various Skits for [illegible] pleasure. These are short scenes of dialogue between various characters of your party, and are simply for enjoyment and fleshing out the characters.



Skits are unlocked in various ways. Some are unlocked automatically after specific game events. Others take place when you meet requirements in battle. Still others happen when you receive specific pieces of equipment. Keep your eyes open for the tell-tale Skit marker in the upper right of the screen, and press the SELECT button whenever you have a new Skit available in order

Once you've unlocked a Skit, after you start the Character Ques[illegible] the Country Cottage to the northeast of Werites Beacon and spe[illegible] man there to replay them at any time. Check the Skits section of [illegible] complete listing of the Skits, and how to obtain them.

TITLES

Like the Skits, Titles are obtained in quite a few various ways, b[illegible] personal for each character and also have actual game-related [illegible] small.

Many titles are received through the normal course of events d[illegible] while many others are unlocked in specific ways during battle. [illegible] picked up in more obscure ways—such as titles for mastering [illegible] Booths of the game. Once you receive a title for a character y[illegible] use of the Equip section of the Main Menu, just as with weapo[illegible] title has a different effect on the character's stats, so experime[illegible] new title can do for you.

Check the "Characters" section for a listing of titles for each [illegible] do, and how to obtain them.

BATTLE

Almost immediately after starting your game you are thrown [illegible] a Boss enemy, and the fights barely let up from this point on[illegible] town or viewing an event you're usually in danger of a ran[illegible] type, if not about to run up against a special Boss or Rare e[illegible] plenty of chances to hone your combat skills, but to do that [illegible] the basics.

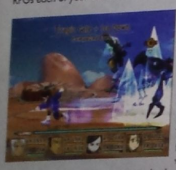
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Battle Controls

✕	Perform a normal attack.
●	Trigger an eres (possibly in conjunction with the directional pad or left analog stick).
▲	Open the combat menu.
■	Guard.
left analog stick, directional buttons	Move on the combat screen. / Move between menu options. / Use in conjunction with ● to perform an eres move.
right analog stick	—
R1	Trigger climax mode when the gauge is full. Press during climax mode to trigger a climax combo.
R2	Trigger the eres set to this button.
L1	—
L3 (Press left analog stick)	—
L2	View details of the current target. This is more fleshed out when you've used a Magic Lens on this enemy type at some point in the game. Switch between targets. (Ignites with the directional pad or left analog stick.
R3	Trigger the eres set to this button.
R3 (Press right analog stick)	—
START button	Pause combat / Toggle the details screen after the battle is over.
SELECT button	Switch leader modes during combat.

Battle Basics

Combat consists of one to four characters in your party going up against one or more enemies, with the last team standing coming out the victor. As in most RPGs each of your characters has HP that represents his or her health, displayed in the top meter beside a character's portrait, and when this health runs out the character is KO'd. If all characters in your party get KO'd, the game is over and you must return to the previous save, although in Boss battles you also have the option to start again from the start of the battle.



Each character also has a stat called TP. These points mark the amount of energy that character can use in performing various Eres moves, which act as battle skills and spells in this game. TP is displayed in the meter under the HP bar, and it regenerates slowly throughout the course of battle, so even if you're unable to use eres for a short while if you wait around a while you should soon have energy built up again.

During the actual combat itself you control only the lead character directly. Any other characters in the battle perform according to their set AI, or other direct instructions. If you wish to control a different character in combat, you must make them the leader of the party.

By default the controlled character starts in Semi-Auto Mode, which allows you to attack and move around as you choose, while some aspects of battle such as turning to face the nearest monster when you attack, and getting the correct distance for certain iron eres, is automatically handled for you. You can also press the START button in battle to toggle between the three modes on the fly. In Auto mode, everything is done automatically, even for your controlled character. In Manual mode you must perform everything yourself, including facing the enemy when attacking and judging your own distances.

To assault the nearest enemy, face it and press ✕ to perform one attack. Hold down the button to keep performing attacks, but watch out for the enemy's counters! When you need a little extra boost in your attacks, consider using eres. To do this press ●, possibly in addition to pressing in one direction on the analog stick or directional pad, to perform one of your set eres. (See the section above on the Main Menu for more details.) This takes a set amount of TP, but gives you a more deadly attack to use to take down the foe.

Finally you may find yourself needing to use an item or change options, or give your party members a command. Do to this, open the combat menu by pressing ▲. This gives you a range of options, most of which are covered in sections below.

Iron Eres

Used by people called iron erens, iron eres consists of various special combat moves, and fills the role of special attacks in this game. Iron eres uses TP, but is triggered immediately and has a noticeable physical effect. An iron eres maneuver may or may not be linked to an element, although usually not, and it may also have an additional effect such as knocking down the enemy.

The first iron eres your characters lea… automatically at certain levels, and co… straightforward movements. Use thes… master them, and to start unlocking …

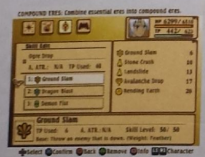
Unlike base eres, arcane eres do not … they are combinations of different ba… master two or more iron eres, arcane … start to become available. Arcane ere… moves from two quite different eres c… list of a character's base and arcane e… "Characters" section of the guide.

A special type of base eres that could use… ther explanation is the throw. T… are moves that only Senel can use. To throw an enemy you must first knock … in some fashion so that it is lying on the ground during combat, then stand … and trigger the throw move. This picks the enemy up and tosses it in a di… differs depending on the throw for more damage when it lands, and the … enemy may end up knocking down and damaging other enemies in its path … it a handy move when you're up against a lot of foes clustered together.



You can only throw an enemy of … weight given in the eres descrip… lower. Thus a throw usable against … "middle" enemy can also be used … a "light" or "feather" enemy, but … that is "heavy." Weights from … heaviest are: Feather -> Light -> … -> Heavy -> Massive, with "… being a class all of its own, unaffected by normal throw maneuvers. The … throw maneuver used is always … that is explicitly for that monster.

Thus if you trigger the "middle" range throw against a "feather" enemy … displayed at the top of the screen is the one triggered, but the direction … is thrown in and the actual move itself is of the "light" enemy variety. To … exact weights of various monsters use a Magic Lens, or check the "Bestiary" section of this guide.



Once you begin mastering multiple eres, you may also begin to use a special type of eres—the compound. Combining eres is covered above … "eres" portion of the "main menu." When you actually use these eres in … battle, keep in mind that they can … toward one specific type of enemy. … family of monster takes more damage from the compound eres, but the … has diminished effects against any … monster family. Compound eres also … to give a status effect of some type however, which may still make them worth … use against even the "wrong" type of foe.

When attempting to quickly master new iron eres it's best to stay near a … point or cottage with a bed. Either take control of the character that needs … or limit him/her to the new iron eres and set TP consumption to the maximum. Keep in mind that an iron eres doesn't have to work for the character to gain experience with it. Senel can practice throws on creatures without knocking them down. It's risky, but much faster.

Crystal Eres

Crystal eres are in another category altogether from the iron eres used by … more physical characters. Crystal eres act as magic in this world, consisting … various spells learnable by crystal erens. Unlike iron eres, crystal eres usually … takes a while to cast, which leaves the eren vulnerable to being interrupted … taking damage. For this reason you should keep your crystal erens toward the back of the group, and try to keep the enemy far away from them.

Most crystal eres are attack "spells" of some type, and many of these have … elemental affinity. This makes crystal erens useful against elementally-based … enemies that have an elemental weakness to exploit, although on the other side of the coin this means that you have to watch your erens carefully to make sure they're not casting spells that the enemy is strong against. These attack-based crystal eres are also useful in other situations, such as when an eren…



… surrounded by a particularly nasty Field of Effect that won't let your iron erens get close enough to attack directly.

Possibly even more useful than attack-based crystal eres are the restorative crystal eres. Three out of your four crystal erens that you recruit over the course of the game eventually have some sort of healing abilities, which are invaluable against enemies that do too much damage for items alone to handle.

… crative spells have different ranges and strengths, while some restore … us rather than healing HP, so use the right eres for the right situation.

… ne attack and healing eres are other crystal eres that have different effects, such as increasing your characters' parameters or lowering those of the enemy. Check each crystal eres carefully when you receieve a new one, to get a good idea of its effects so that you can use it most effectively.

When controlling a crystal eren, the player can "speed cast", cast spells in less time, by spinning the left analog stick in a clockwise motion after triggering a crystal eres. The caster's arms move faster and the eres is triggered much sooner when done properly. This is especially useful when an enemy has a profound elemental weakness, when the party is in desperate need of healing, or when a crystal eren fights alone in the arena.

New crystal eres are learned in a slightly different fashion than iron eres. Crystal eres are similar to base eres in that a character receives a new crystal eres scroll at specific levels, but this does not mean that the eres can now be cast at will. Unlike iron eres which can simply unlock new abilities when mastered, crystal eres must be mastered before it can be used. And to do this, you need eres stones.

As covered below in the "after the fight" section of the chapter, you may receive eres stones, or sculptures, after a fight. The particular stones you receive are always of the family of the monster that drops them. Thus, a monster from the Peepit family of enemies will always drop Peepit sculptures, when it drops them at all.

To master an eres scroll, you must collect a certain number of eres stones from two different monster families. Check the particular eres using the eres section of the main menu, and press ● while highlighting it to see which particular eres stones you need, and how many. (Or just check the "Characters" section of this guide, of course.) Once you collect enough stones of the right type, the character masters the scroll, and can use the eres as normal. If the party has already collected the right number of stones by the time you get a scroll, then the character automatically learns the spell when he or she reaches that level.

Combos

Combos occur in battle when you manage to attack the enemy more than 3 times without allowing the enemy to counterattack, defend, or fall to the ground. This is done usually by chaining together regular attacks, base eres, and arcane eres in a chain. Crystal eres have no effect on a combo, except perhaps to break one by throwing the enemy up into the air and away from your iron erens.



While performing a combo, the number of hits so far is displayed along the right side of the screen, increasing steadily as you continue the combo. After the combat is finished, the maximum number of hits in your best combo is shown in the info at the top of the screen.

Combos are useful not only for taking down enemies more efficiently, but also in giving you a better grade at the end of combat, and giving you more bonus experience. These topics are both covered in the "After the Fight" sub-section later in this chapter.

Senel and Chloe are the two characters best able to create combos. Each character has multiple attacks that can strike the enemy numerous times. Senel's Whirlwind Talon Blast and Shirley's Sword Rain: Omega are two of the best combo builders in the game. Many of Jay's iron eres pass through the enemy and Moses' attacks are a bit too slow and inaccurate to add much outside of Climax Mode.

To create long combos outside of Climax Mode the player must learn to coordinate attacks between multiple characters. Use the shoulder buttons to ensure characters not under your direct control attack on cue. Many of the best combo building attacks end by knocking the enemy to the ground. Prevent this effect by adding a crystal eres to the mix that strikes the opponent as the final blow hits. The crystal eres usually negates the knockdown effect and allows the combo to continue. The timing takes practice. Experiment with different crystal eres until you find one that you're comfortable with. Remember that crystal eres take time to cast, so the crystal eren must usually begin his/her attack before the knockdown attack is triggered.

Guard/Special Guard

Guarding is essential against tough opponents. Those encountered in random battles can typically be defeated without guarding, but bosses are more ferocious and damaging and rip through heroes that fail to guard properly. Press and hold ■ to guard against an enemy's attack. The attack may still cause damage, but far less than it would unblocked. This also allows characters to counterattack the enemy when it's most vulnerable after a failed attack.

There are some attacks that break through a character's guard. Chloe's Sword Rain: Omega is a good example. Should the opponent guard against the attack the iron eres eventually breaks through the enemy's guard allowing her to cause damage normally. This is especially effective when two iron eres users are attacking the same opponent and really useful against defense loving Base Turtles. Certain enemies also have guard breaking attacks. Even so it's usually better to guard and have the guard broken than not to guard at all.

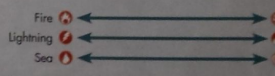


Crystal eres ignore the standard guard. To protect a character from a crystal eres the player must guard and then press down on the thumbpad to trigger a protective bubble. The bubble only lasts a couple of seconds, but it can be used over and over without penalty. A blocked crystal eres still causes a small amount of damage, but most of the effects are negated. This is most useful when facing crystal eres that knock the party down or inflict status effects.

Elements

There are six elements within Tales of Legendia, which come into effect when using most crystal and some iron eres. These are important because various enemies have weaknesses and strengths against some elements, and some may even absorb a certain elemental type. Using the right element against the right enemy not only speeds up your fight considerably, but gives you a better Grade at the end of combat (see below).

The six elements are set up in pairs, so that each element is strong against one other type, and that other type in turn is strong against the first element. These pairings are:



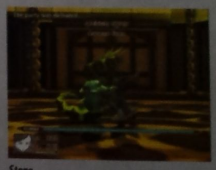
Pay attention to the elemental effects of your different eres and use them well to really master combat.

Status Effects

At times during battle your characters may come under a special effect, giving them a long-lasting condition known as a status effect. These can be beneficial or harmful, and there is a wide variety as well as a number of ways to get rid of them.



Poison



Stone

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KO	The character has lost all of his or her HP and cannot act in battle until revived. If all characters are KO'd, the game is over. Recover with a life bottle item or the Resurrection Eres.
Knockdown	The character has been temporarily knocked down by some special attack, and cannot perform any actions for a few seconds. This resolves automatically after a brief time, and cannot be harmed.
Poison	Marked by a green tinge to the character, and green bubbles rising periodically. Character HP drops slowly but steadily. Remove with a "panacea bottle" item or "recover" eres.
Burning	Marked by flames appearing on the character's skin. Character HP drops slowly but steadily. Remove with a "panacea bottle" item or "recover" eres.
Freezing	Marked by a solid ice appearance of the character. The character is temporarily frozen and cannot act. Remove with a "panacea bottle" item or "recover" eres, or wait for it to resolve after a short while.
Paralysis	The character cannot act temporarily.
Stun	Marked by small gauge circling around the character's head. This is caused by certain attacks, but lasts only a short time. The character cannot act or move while it lasts.
Petrify	Marked by a solid stone appearance. The character cannot perform any action. Remove with a "panacea bottle" item or "recover" eres.
Blind	Marked by spider webs surrounding the character. The character cannot act or move while this effect lasts, but it is only temporary.
Panic	Marked by wispy lines steadily appearing around the character's head. The character can move slightly, with a jerky motion, but the player has very little control, and the character does not attack. Remove with a "panacea bottle" item or "recover" eres.
Sealed Eres	The character cannot use any eres, but can move and use normal attacks as usual. Remove with a "panacea bottle" item or "recover" eres.
Attribute Up/Down	Marked by a red up arrow (raised attribute) or blue down arrow (lowered attribute). One or more stats of the character is temporarily raised or lowered, affecting his or her abilities in combat. Remove negative effects with a "panacea bottle" item or "recover" eres, or wait for it to disappear on its own.
Element Up/Down	Marked by a red up arrow (raised element) or blue down arrow (lowered element), alongside an icon of the affected element. Character resistance against attacks of certain elements is temporarily raised or lowered, affecting possible damage. Remove negative effects with a "panacea bottle" item or "recover" eres, or wait for it to disappear on its own.

Climax Mode

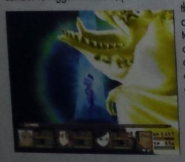
As you get into various fights, you can see a long gauge stretching across the bottom of the combat screen. While it starts out empty, it gradually fills with blue as you give and receive damage. This is the climax gauge, and is used for climax mode. The climax gauge keeps its spot in between battles, and in fact it usually takes quite a few normal battles to fill it completely.



Once the climax gauge has been completely filled, press ● to trigger climax mode. to get back up before you trigger it. During this special combat mode, the enemies freeze on the screen as time stops, and only your characters may continue to attack. While this mode is in effect the enemies are completely frozen, and will not be knocked down, move around, or thrown into the air.

The climax gauge slowly empties itself while the climax mode is in effect. If you destroy all of the enemies while still in climax mode, the climax gauge freezes where it was and starts off at that level of fullness next battle. If the climax gauge empties fully, climax mode ends and you go back to the normal battle.

There is one more special maneuver that you can use during climax mode—the climax combo. To trigger this move, press ■ a second time during climax mode. At this point the climax gauge empties completely, and all characters in the party combine to perform one large attack against the currently targeted enemy. Climax combos can only be triggered when there are four characters in the party and everyone is alive. Typically the sooner a climax combo is used the more damage it causes, but there are no guarantees.



Using Items

To use items in combat, press ● to open the combat menu. Choose the "Item" icon from the menu, and this brings up a choice between the current members of your party. Select who you wish to use the item, keeping in mind that characters currently performing an action must finish before they actually use the item.

Once you select the character to use th… you are taken to the tools scre… you can only use tools in combat, no a… orm of item (although you can… equipment in a separate combat menu…). Select the item to use from th… then select a target. The first target of t… of the type you'd usually use… against—one of the party members fo… ling-type gel, for instance. Y… and right to switch between characte… same type, or press up or dow… switch to the opposite team if allowed.

Once you use an item, there is a brie… character can use an item again. Du… wn of a few seconds before… combat menu is crossed out, and can… me the "Items" command… elected.

Remember that using an item in comb… off some of your Grade (see… down in the Basics section for details… a small amount however, and… a small price to pay to avoid having … KO'd or even to lose it… the game.

Escaping Combat

When things are really going badly and you don't think you might succeed… the current foe, remember that discretion is the better part of valor. In other words… away!

To escape, bring up the combat menu and choose the very last option. This… a countdown in the lower left of the screen, at the end of which the character… escape from the battle. This countdown varies in time depending on how tough… enemy is compared to your party—in a Dungeon that's a challenge to your… general level-wise, you may have to wait 20 or 30 seconds to escape from… while easy enemies that appear in an area you first explored long before… take a few seconds to escape from. Remember too that the Magic Mist… cut down your time to escape. You can continue to act normally in battle… wait for the countdown to finish, so use items or eres to keep your characters… functioning as needed.

Occasionally you may find while waiting for the countdown to finish that the… isn't as tough as you'd thought, or you manage to turn things around before… Escape takes effect. In this case you can go back into the combat menu and… the end selection again to cancel your escape.

When you escape from a battle in a Chaotic Zone, instead of the Zone… usual, it instead remains on the screen. You'll need to actually defeat a battle… Zone before it goes away. You also do not gain items, Eres Stones, or experience… an escaped battle, although you may still receive titles that depend upon the… of encounters.

Keep in mind that you cannot escape from every battle, so always be prepared… going into a fight.

Enemy Tactics

Of course, it's hard to cover the basics of battle without paying attention to the… themselves. The foes too have HP, and are KO'd after you manage to take… away. Once the last foe loses all of its HP, you win the battle. There are a lot… that the enemy can do in between the start and end of battle however to make… characters' lives miserable, so you should be prepared for whatever the enemy… at you.

Just like the characters, the enemies can perform normal attacks and in many… use different eres in order to damage and otherwise affect your party members… Luckily the more dangerous moves tend to be prefaced by the appearance of… exclamation point (!) above the monster's head. A red exclamation point means… the enemy's about to perform an especially heavy attack, while a yellow point… that the foe is preparing some sort of special attack, such as an eres maneuver.

The different moves performed by different enemies can be found between the… "Bestiary" section of the guide, and the various walkthrough sections themselves… general though there is one additional type of enemy move that should be mentioned… in passing: the Field of Effect.

A Field of Effect (or FOE for short) is a circle of light that some enemies can… around themselves. This is a sort of Eres, so if the enemy wants to use a new… must drop the FOE. While the FOE exists, any character that enters the bound… of the circle comes under the particular type of effect for that FOE. For example… enemy puts up a Poison Field, it is surrounded by a circle of yellow light. If… characters enters this yellow light, he or she is given the "Poison" status effect… reason, crystal eres is important for using against enemies that can summon… of some type.

Status effect FOEs give the character that status effect, while attribute- or element-lowering fields have effects that vanish as soon as the character leaves the boundaries of the…

…n colors of FOE: yellow, red, and black. This is important because each …esponding type of accessory. If a character equips this accessory, he …ld against all FOEs of that color. This gives you an invaluable tool to …ain enemies with a particularly nasty FOE ability.

…naged to wrest victory from the enemies' grasp, there are a few …y for you, both tangible and not. The most simple of these is a …sion that takes place upon the end of a battle. Between the slow TP …ver the course of a fight and this extra bit at the end, you should …P for many fights to come, if you pace yourself and watch your TP …mie.

…portant reward for combat is quite familiar to any long-time RPG player: …perience point award. Each monster is worth a base amount of experience, which is adjusted slightly depending on the foe's difficulty compared to your characters' current levels. Once the fight is over, the characters each receive the experience points for each monster defeated in the fight. Once a character builds up a certain level of experience, he or she advances to the next level, gaining better stats as well as possibly new eres or titles.

Don't worry too much about having to switch party members in all the time so that they don't fall behind in experience—when you receive the experience award at the end of the fight, party members who weren't part of the active fighting group still receive 95% of the experience award, while those who aren't in the party (including party members that you haven't recruited yet) receive 90%.

You can also help to increase your own experience award, other than by simply getting into more fights. When you perform combos in battle, you end up with a "max hit" rating, the maximum number of hits in a combo you perform. When the fight is done, you then receive a bonus to your experience points using the formula:

Experience Award x Max Hit / 100 + Max Hit

This bonus is then reduced if the enemies' highest level is lower than your characters' max level, by a maximum of 48%, but if you perform well it's still nothing to sneeze at.

Along with the Experience awards, the characters may gain a more tangible reward for their fighting skills. Each monster type has an amount of Gald that it always gives after a fight. It also has a normal and rare item that it may drop (although sometimes these are one and the same). There is a certain percentage chance for such an item to drop after each battle (check the "Bestiary" section for the exact items and percentages). Only one of these items may drop per enemy, although anywhere from zero to all of the enemies may drop an item after the fight.

Along with normal items, you may also receive Eres Stones (also called Sculptures) from the enemies you've just defeated. As covered a bit earlier in the section on crystal eres, these allow your crystal erens on your team to master the scrolls they receive, allowing them to cast crystal eres. There is a 20% base chance for each enemy to drop Eres Stones after the fight—the exact number of Sculptures received varies by enemy, and can also be found in the "Bestiary" portion of the guide.

The drop rate of both items and sculptures is affected by your performance in battle. Damaging an enemy raises the drop rate by the damage, divided by the enemy max HP x 100. The drop rate however may also lower if you leave the enemy alone for too long—by .8% for each second out of 30 minutes—but this rate loss can never take the drop rate down below its base.

When the battle is concluded you can see various relevant information by pressing Start to pull up the detailed after-battle screen. There are three sections to the screen, which you can scroll between by pushing right or left on the directional buttons or analog sticks. The left-hand screen displays items and Eres Stones received, with the middle screen showing any new titles or eres your characters pick up, or master, at the end of the battle. The screen to the right shows the specific changes to the Grade received at the end of battle, which is covered below. Any screen that doesn't have any of the relevant information to display is greyed out, and cannot be selected.

Battle Grades

Along with the other rewards from battle, you receive a grade as well. This grade depends on a large number of factors, with positive and negative occurrences adding to and subtracting from the total amount, as listed below:

POSITIVE

Finished battle in 10 sec. or less	+0.50 (per character)
Blocked enemy attack	+0.01 (per block)
Blocked enemy attack with special defense	+0.02 (per block)
Full TP at end of battle	+0.25 (per character)
Full HP at end of battle	+0.25 (per character)
Attacked enemy's weak element	+0.02 (per attack)
Performed a combo	+0.02 (per each 5 hits, with a 2.00 max)
Used Climax Mode	+0.50 (per use)
Used Climax Combo	+0.50 (per use)

NEGATIVE

Damage taken	-0.01 (per successful attack)
Damage taken from absorbing attack	-0.10 (per successful attack)
Hit by enemy combo	-0.10 (per each 5 hits)
Character with status effect at end of battle	-0.50
Item used in battle	-0.05
Character KO'd	-0.50 (per KO)
Controlled Character KO'd	-1.00 (per KO)
Controlled Character KO'd when battle ends	-0.50
Attacked enemy's strong element	-0.05 (per attack)

So what does this all mean? Once all is said and done you end up with a total at the end of the fight (positive or negative) which is then combined behind-the-scenes with your total Grade up to this point.

This doesn't really have any effect on the game itself your first time through, but once you're done playing through both the normal game and the Character Quests, you have the opportunity to visit the a Grade Shop before your next play-through. This gives you the chance to "buy" various upgrades for the second or later times through the game, using whatever positive Grade balance you had at the end of the game. The store acts as a checklist, so you can check or uncheck different items to purchase, as some purchases do not work with others.

Skits and Titles acquired during the game carry over to the next play-through automatically.

GRADE SHOP

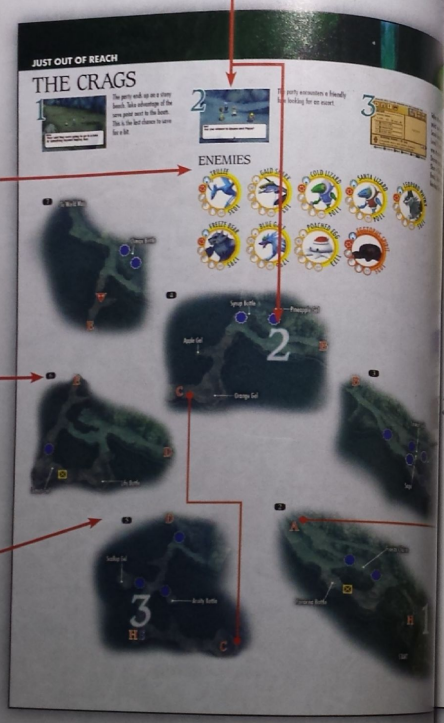
PURCHASE	DETAILS	POINTS USED
20 Items	Hold up to 20 of each item. Cannot be used with "30 Items." (Does not change eres stone maximum.)	20
30 Items	Hold up to 30 of each item. Cannot be used with "20 Items." (Does not change eres stone maximum.)	50
Increase Max HP	Start the game with maximum HP for all characters increased by 200. Cannot be used with "Decrease Max HP."	50
Decrease Max HP	Start the game with maximum HP for all characters decreased by 200. Cannot be used with "Increase Max HP."	10
Double EXP	All EXP earned doubled. Cannot be used with "Half EXP" or "Combos."	100
Half EXP	All EXP earned halved. Cannot be used with "Double EXP" or "Combos."	10
Combos	Set EXP earned to 1 point and increase Combo Bonus. Cannot be used with "Double EXP" or "Half EXP."	20
Eres	Inherit eres known when game was cleared. (Does stones and assign also inherited.)	100
Recipes	Inherit all recipes known. The number of times the food was made will "not" be inherited.	5
Double GRADE	All GRADE earned doubled. Negative GRADE will also be doubled.	30
Gald	Inherit Gald in possession when game was cleared.	50
Battle Info	Inherit values for encounters and maximum combos.	5
Play time	Inherit game play time.	5
Collector's Book	Inherit information in the Collector's Book.	5
Clothing—Formal	All characters' battle clothing set to "Formal." This "cannot be changed" during the game. Cannot be used with "Clothing—Costume."	50
Clothing—Costume	All characters' battle clothing set to "Costume." This "cannot be changed" during the game. Cannot be used with "Clothing—Formal."	50

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HOW TO USE THIS WALKTHROUGH

IMPORTANT WALKTHROUGH AREAS

Pinpoint areas on the maps where special enemies appear, battles take place. These also contain specific information about Health Points, Save Points, and other pertinent tips. These correspond to the *large* numerals on the maps.



REGION SPECIFIC ENEMY DATA

Each enemy in each area is listed here in detail, so you can learn their HP and resistances before you fight them.

MAP NUMBER

References to map numbers within the walkthrough text correspond to these numerals.

AREA MAPS

All items are called out on the maps as well as other important areas, puzzle icons, Healing Areas, chaotic Zones, and Boss Fights.

BOSS STRATEGY

Specific information and tips are contained within a box for every Boss enemy in the game.



BOSS DATA

Contains the Boss name, HP, and Resistances for each Boss in the game.

MAP LEGEND

- H = Health Point
- S = Save Point
- = Obstruction
- ! = Switch
- 1 = Map Number
- 1 = Numbers that correspond to Important Walkthrough Areas.
- A = Map Connections
- Rune Battle = Location and Item Names
- A = The front end of a one way connection
- = Boss Fight
- M = A one way connection
- = Chaotic Zones
- = Puzzle Booths (green) = Enter (red) = Exit
- = Traps
- = Lines for a patrolling enemy

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SENEL COOLIDGE

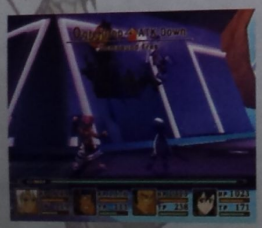
Senel is the leader of the group. His fighting skills and damage potential are unmatched. He leads the party into most battles and tackles the toughest of enemies with his iron eres.

His throw ability is unique. It allows him to lift opponents off of the ground and toss them across the battlefield. The flying enemy can strike other enemies and suffers a large dose of damage to boot. However, Senel can only throw enemies that have been knocked to the ground. Attacks like Talon Blast, Impact, and Phoenix Strike (and their arcane variants) are designed to knock opponents down at the end of the attack.

There are limitations to this ability. Senel has multiple throw eres from the simple Ground Slam to the devastating Lord of Creation. Each attack has a weight limit. Ground Slam, the first throw at his disposal, can only lift feather weight creatures like Eggtopus and Peepit Chicks. As he grows in power he gains better throws, which allow him to toss heavier opponents. Stronger throws can be used against any enemy in a weight class equal to or less than the move's limitations. Thus a throw like Avalanche Drop with a Heavy restriction can be used against smaller creatures.

Senel's compound eres are much like his throws, but they allow him to toss enemies that are far too heavy for his normal throws early in the game. Each ere can only be used against a specific monster family such as Megants or Dragons. The enemy must be knocked down before the compound ere can be used, but the damage caused is usually far greater than a base or arcane ere. Always pay attention to which bosses are coming and prepare Senel's compound eres when possible. They're usually the difference between an easy victory and a near defeat.





SENE IRON ERES

Base

DEMON F

Level: 1

TWIN DEMO

Level: 35

TALON STORM

TP Used: 14 | Level: 27

Description: Attack the enemy with rapid kicks.

TALON BLAST

TP Used: 27 | Level: 59

Description: Rapid kicks end in a blast that downs the

DRAGON BLAST

TP Used: 8 | Level: 11

Description: An uppercut that launches the enemy

SWALLOW DANCE

TP Used: 13 | Level: 23

Description: Rapid spinning kicks in mid-air.

SHADOW RUSH

TP Used: 4 | Level: 2

Description: Move and attack in an instant.

WYRM RUSH

TP Used: 21 | Level: 44

Description: Rush the enemy and unleash a combo.

TALON STRIKE

TP Used: 9 | Level: 15

Description: Attack from above and jump away.

WHIRLWIND DASH

TP Used: 16 | Level: 31

Description: Powerful backwards roundhouse kick.

DRAGON CRUSH

TP Used: 19 | Level: 39

Description: Close in and knock the enemy high into the

Level: 4 | A. ATK.: N/A

with all your might to down the enemy.

Level: 49 | A. ATK.: N/A

down the enemy with the force of a charging lion.

COIL

TP Used: 11 | Level: 19 | A. ATK.: N/A

Description: Temporarily raise ATK.

PHOENIX STRIKE

TP Used: 31 | Level: 69 | A. ATK.: Fire

Description: Down the enemy in a blazing attack from above. Targets a single Enemy.

GROUND SLAM

TP Used: 6 | Level: 6 | A. ATK.: N/A

Description: Throw an enemy that is down. (Weight: Feather)

STONE CRUSH

TP Used: 10 | Level: 17 | A. ATK.: N/A

Description: Throw an enemy that is down. (Weight: Light)

LANDSLIDE

TP Used: 13 | Level: 25 | A. ATK.: N/A

Description: Throw an enemy that is down. (Weight: Middle)

AVALANCHE DROP

TP Used: 17 | Level: 33 | A. ATK.: N/A

Description: Throw an enemy that is down. (Weight: Heavy)

RENDING EARTH

TP Used: 20 | Level: 42 | A. ATK.: N/A

Description: Throw an enemy that is down. (Weight: Massive)

LORD OF CREATION

TP Used: 40 | Level: 99 | A. ATK.: N/A

Description: Throw any enemy that is down, regardless of weight.

Arcane Eres

DRAGON STRIKE

TP Used: 39 | Base: Phoenix Strike & Dragon Crush

A. ATK.: Fire | Description: Rising strike and blazing drop to down the enemy.

DIVINE DRAGON

TP Used: 10 | Base: Dragon Blast & Impact

A. ATK.: N/A | Description: Hit with all your might and launch the enemy up.

DEMON STRIKE

TP Used: 22 | Base: Demon Fist & Twin Demon Fist

A. ATK.: N/A | Description: A massive shockwave cuts through the enemy.

DEMON BLAST

TP Used: 7 | Base: Demon Fist & Impact

A. ATK.: N/A | Description: A concentrated strike that downs the enemy.

BEAST IMPACT

TP Used: 29 | Base: Impact & Beast

A. ATK.: N/A | Description: Down the enemy with a massive hit and lion's fury.

SWALLOW STORM

TP Used: 18 | Base: Swallow Dance & Talon Storm

A. ATK.: N/A | Description: A combination of Talon Storm & Swallow Dance.

IMPACT COIL

TP Used: 14 | Base: Impact & Beast

A. ATK.: N/A | Description: Down the enemy with a massive hit and lion's fury.

SWALLOW STORM

TP Used: 18 | Base: Swallow Dance & Talon Storm

A. ATK.: N/A | Description: A combination of Talon Storm & Swallow Dance.

DEMON SHADOW

TP Used: 6 | Base: Demon Fist & Shadow Rush

A. ATK.: N/A | Description: A combination of Demon Fist & Shadow Rush.

WHIRLWIND BLAST

TP Used: 20 | Base: Whirlwind Dash & Dragon Blast

A. ATK.: N/A | Description: A combination of Whirlwind Dash & Dragon Blast.

PHANTOM DRAGON DANCE

TP Used: 16 | Base: Swallow Dance & Shadow Rush

A. ATK.: N/A | Description: A combination of Swallow Dance & Shadow Rush.

WHIRLWIND TALON BLAST

TP Used: 34 | Base: Talon Blast & Whirlwind Dash

A. ATK.: N/A | Description: A combination of Whirlwind Dash & Talon Blast.

WYRM CRUSH

TP Used: 27 | Base: Wyrm Rush & Dragon Crush

A. ATK.: N/A | Description: A combination of Dragon Crush & Wyrm Rush.



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COMPOUND ERES

COMPOUND ERES VARIATIONS

Each of Senel's compound eres can be changed slightly by replacing the third eres with different base and arcane iron eres. The added effect is generally the same with each compound eres, but may not alter certain attacks. The list below is a partial list, which covers all of the possible suffixes. Mix in other eres to see what happens.

THIRD ERES	SUFFIX	ADDED EFFECT
Demon Fist	None	Basic Compound Eres
Impact	+ ATK Down	Lowers enemy ATK
Demon Blast	+ DEF Down	Lowers enemy DEF
Dragon Strike	+ Death	Causes Instant Death
Swallow Dance	+ Burning	Causes Burning
Demon Shadow	+ ACC Down	Lowers enemy ACC
Whirlwind Talon Blast	+ Panic	Causes Panic
Whirlwind Slash	+ Paralysis	Causes Paralysis
Talon Blast	+ Poison	Causes Poison

OGRE DROP
TP Used: 40 | A. ATR: N/A
Base: Ground Slam, Dragon Blast, & another eres
Description: Pick up a Magnant and slam it down. Enemy must be down.

SCALE ASSAULT
TP Used: 40 | A. ATR: N/A
Base: Stone Crash, Coil, & another eres
Description: Attack from inside of Hill Angler. Enemy must be down.

SANDMAN HURL
TP Used: 40 | A. ATR: N/A
Base: Landslide, Coil, & another eres
Description: Throw a Mimic Bed. Enemy must be down.

SERPENT STRANGLE
TP Used: 40 | A. ATR: N/A
Base: Avalanche Drop, Talon Storm, & another eres
Description: Slam a Dragon into the ground. Enemy must be down.

OVERLORD SURGE
TP Used: 40 | A. ATR: N/A
Base: Rending Earth, Dragon Crash, & another eres
Description: Attack from inside a Grand Goat. Enemy must be down.

DEMOLITION
TP Used: | A. ATR:
Base: Rending Earth, Wyrm Rush, & another eres
Description: Throw an Ankhentor. Enemy must be down.

WRITHING DEN
TP Used: | A. ATR:
Base: Ground Slam, Shadow Rush, & another eres
Description: Attack from inside a Bloom. Enemy must be down.

DAG SURGE
TP Used: 40 | A. ATR: N/A
Base: Avalanche Drop, Twin Demon Fist, & another eres
Description: Attack from inside a Sandman. Enemy must be down.

NERIFES CRUSH
TP Used: 40 | A. ATR: N/A
Base: Rending Earth, Beast, & another eres
Description: Throw the embodiment of Raging Nerifes. Enemy must be down.

KILLING TIME
TP Used: 40 | A. ATR: N/A
Base: Rending Earth, Phoenix Strike, & another eres
Description: Throw an evil god. Enemy must be down.

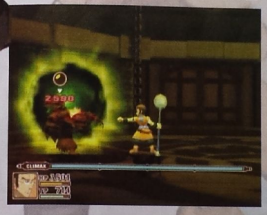
SENEL'S TITLES

TITLE	EFFECTS			CONDITION
Kind Brother	—	—	—	Default.
Cowardly Brother	+1 INT	—	—	First Cowardly Brother.
Worthless Brother	+2 INT	—	—	First Worthless Brother.
Dense Brother	+1 ACC	—	—	After unnoticing Chloe's feelings.
Still a Brother	+1 LCK	—	—	After Chloe's "Still a brother."
Sleepy Brother	+1 EVA	—	—	After being left by Shirley.
Despicable Brother	+3 INT	—	—	When attempting to look at Shirley's wish.
Flower Master	+3 LCK	—	—	Acquire Lei.
Puzzle Master	+4 INT	—	—	Don't give up in the MS puzzle booth.
Tea Puzzle Master	+5 INT	—	—	Don't give up in the CQ puzzle booth.
Forest Guru	+4 LCK	—	—	Don't give up in the Forest of No Return.
Palace Guru	+4 LCK	—	—	Don't give up in the Kingdom of Tortoes palace.
Face Anything				Defeat all enemies in the Chaotic Zones.
Bait Master				Open all Ducts.
Baker	+5 DEF	+5 ACC	—	Bake all breads at least once.
Bread Master	+5 ATK	+4 ACC	—	Acquired all recipes.
Fighter	+20 HP	—	—	Senel reaches level 20.
Brawler	+30 HP	—	—	Senel reaches level 40.
Emperor	+20 TP	—	—	Senel reaches level 60.
Battle God	+25 TP	—	—	Senel reaches level 80.
War God	+50 HP	+25 TP	—	Senel reaches level 100.
Combo Novelist	+5 ATK	—	—	Participate in a 10+ combo.
Combonist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.

TITLE	EFFECTS			CONDITION
Daredevil	+3 ACC	+3 EVA	—	Senel is the controlled character. Start the battle. Use 20+ regular attacks without using eres and end battle without dying.
Sonic Fighter	+3 ATK	+3 ACC	—	Senel is the controlled character. Enemy attacks first and start the battle conscious. Finish the battle without dying.
Huff-Wiz	+30 HP	+3 EVA	—	Senel is the controlled character with Norma in the party. Start the battle conscious. Take a long time to win against a weak enemy without dying.
Indecisive	+3 EVA	—	—	Senel is the controlled character with Norma in the party. Start escaping and cancel it.
Boorish General	+2 ATK	—	—	Senel is the controlled character. Have over 10 combo from short cut and menu accepted in battle.
Commander	+3 ACC	—	—	Senel is the controlled character and give 4+ orders.
Lone General	+3 EVA	—	—	Senel is the controlled character. Give out an order to rest of the battle party is dead.
Unreliable Brother	+30 HP	—	—	Healed by Shirley more than 5 times in battle.
Excited Brother	+3 ATK	—	—	Accept more than one command from Shirley during a
Testosterone	+30 HP	+3 ATK	—	Start the battle with 4 male party members.
Senel is Popular	+15 TP	+3 DEF	—	Start the battle with Senel, Shirley, Chloe, and Lin
Berserker	+30 HP	+5 ATK	—	Start the battle with all iron eres members.
Berserk	+40 HP	+4 ATK	—	Senel defeats 5+ enemies in one battle.
Combo Conductor	+3 ATK	—	—	Senel is the controlled character. Defeat the last enemy group with a Climax Combo.
Iron Master	+50 HP	+5 ATK	—	Senel masters all secret and super secret techniques.
Time Fighter	+50 HP	—	—	1300 battles.
Fist of Lightning	+50 HP	+5 ATK	+5 ACC	Senel clears the advanced single matches in the battle



WILL RAYNARD





Will is a crystal eren with a nice mixture of healing and attack eres that come in very handy throughout the first half of the game. His First Aid eres is inexpensive and a great way to heal up between battles. It can typically be used to heal the entire party without cutting too deep into Will's TP reserves. His Recover eres is equally valuable, since it's the only eres that can be used to remove negative status effects like Poison without consuming items. Thus it's usually best to use accessories to protect him from status effects so he can easily restore anyone that's negatively affected during battle.

Early on Will has a nice mixture of Fire, Lightning, and Ice eres. His true power comes into play when he obtains the Extension eres. Though the attack is slow, it automatically strikes at the enemy's weakness. There's also a small chance it may instantly annihilate lesser opponents.

Don't discount Will's status eres. His ability to boost and lower defenses can be a real boon in tough battles. It's best to leave these turned off and trigger them manually at the start of a fight. Otherwise, Will may waste time casting them when there's very little reason to do so.

WILL'S CRYSTAL ERES

LIGHTNING
TP Used: 7 | Level: 1 | A. ATR: Lightning
Eres Stones: N/A
Description: Strike the enemy with a bolt of lightning.

ICE ARROWS
TP Used: 17 | Level: 14 | A. ATR: Ice
Eres Stones: Eve (163), Element (114)
Description: Pierce the enemy with multiple needles of ice.

STONE BLAST
TP Used: 9 | Level: 5 | A. ATR: Earth
Eres Stones: Egg Bear (15), Peepit Chick (23)
Description: Launch stones from below the enemy.

SPREAD
TP Used: 25 | Level: 23 | A. ATR: 25
Eres Stones: Lizardman (428), Gelures Sword (117)
Description: Drop pillars of water from above.

FLAME BLADE
TP Used: 31 | Level: 29 | A. ATR: Fire
Eres Stones: Egg Bear (435), Gelures Shield (134)
Description: Slash the enemy with a sword of fire.

FIRE BALL
TP Used: 12 | Level: 8 | A. ATR: Fire
Eres Stones: Lizardman (69), Peepit (61)
Description: Unleash fireballs on the enemy.

FREEZE LANCER
TP Used: 28 | Level: 26 | A. ATR: Ice
Eres Stones: Magnant (523), Phynx (226)
Description: Unleash spears of ice on the enemy.

THUNDER BLADE
TP Used: 33 | Level: 32 | A. ATR: Lightning
Eres Stones: Golf (672), Diva (150)
Description: Slash the enemy with a sword of lightning.

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INDIGNATION
TP Used: 36 | Level: 35 | A. ATR: Lightning
Eres Stones: Mimic Bird (765), Egghopus (445)
Description: Call down powerful lightning from the sky.

EXTENSION
TP Used: 60 | Level: 62 | A. ATR: N/A
Eres Stones: Base Turtle (1461), Mandrake (850)
Description: Obliterate an enemy with its weak element.

CURE
TP Used: 39 | Level: 38 | A. ATR: N/A
Eres Stones: Egg Bear (499), Dragon (245)
Description: Heal an ally completely.

ICICLE VOLT
TP Used: 42 | Level: 41 | A. ATR: Ice
Eres Stones: Phynx (899), Dragon (400)
Description: Freeze the enemy and call down lightning.

SHOOTING STARS
TP Used: 64 | Level: 66 | A. ATR: Ice
Eres Stones: Golf (929), Lizardman (1128)
Description: Rain stars down on the enemy.

SHIELD
TP Used: 23 | Level: 20 | A. ATR: N/A
Eres Stones: Lizardman (212), Hopper (49)
Description: Temporarily raise an ally's DEF.

ERUPTION
TP Used: 50 | Level: 50 | A. ATR: Fire
Eres Stones: Automaton (239), Hill Angler (1375)
Description: Call up red-hot lava from beneath the earth.

BIG BANG
TP Used: 68 | Level: 70 | A. ATR: Fire
Eres Stones: Megant (2205), Grand Goat (1097)
Description: Call forth the biggest explosion of all time.

ANTISHIELD
TP Used: 15 | Level: 11 | A. ATR: N/A
Eres Stones: Egg Bear Cub (46), Eggtopus (188)
Description: Temporarily decrease an enemy's DEF.

FINAL EMBRACE
TP Used: 53 | Level: 54 | A. ATR: Ice
Eres Stones: Hopper (800), Mimic Bird (868)
Description: Bury the enemy in a coffin made of ice.

FIRST AID
TP Used: 7 | Level: 1 | A. ATR: N/A
Eres Stones: N/A
Description: Heal an ally.

SHELTER
TP Used: 47 | Level: 47 | A. ATR: N/A
Eres Stones: Golf (672), Hill Angler (800)
Description: Temporarily raise all allies' DEF.

BLACK HOLE
TP Used: 57 | Level: 58 | A. ATR: Curse
Eres Stones: Dion (1133), Hopper (1053)
Description: Call forth a darkness that devours even light.

RECOVER
TP Used: 20 | Level: 17 | A. ATR: N/A
Eres Stones: Pinspit Chick (169), Eryngi (193)
Description: Heal an ally's Status Effect.

ANTISHELTER
TP Used: 44 | Level: 44 | A. ATR: N/A
Eres Stones: Zephyr (700), Mini-Automaton (600)
Description: Temporarily decrease all enemies' DEF.

WILL'S TITLES

TITLE	EFFECTS			CONDITION
Old Naturalist	—	—	—	Default.
Old Wanderer	+3 ATK	—	—	The punch after Name appears.
Old Warrior	+1 INT	—	—	After defeating the evil demon.
Old Fighter	+1 ACC	—	—	After finding out about the daughter.
Old Forger	+2 ACC	—	—	After not allowing Senel to join the war.
Inelastic	+2 ATK	—	—	After the CQ 1 punch.
Old Protector	+1 DEX	—	—	After the 1st flash back of Amelie.
Old Flower Man	+2 INT	—	—	After Will's character quest.
Custodian	+2 INT	—	—	Acquire Back Breath.
Rare Monster	+5 DEF	+5 INT	—	Find all rare items.
Researcher	+15 TP	—	—	Will reaches level 20.
Survivor	+20 TP	—	—	Will reaches level 40.
Priest	+30 HP	—	—	Will reaches level 60.
Sage	+40 HP	—	—	Will reaches level 80.

TITLE	EFFECTS			CONDITION
Grand Sage	+50 HP	+25 TP	—	Will reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Combaist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
No More Pans	+4 ATK	—	—	Will is the controlled character. Start the battle canceled the one regular attack without using ares and win the battle without
The Spice of Life	+5 INT	+3 ACC	—	Will must use all seven elemental eres in one battle and win without dying.
Technotronic	+30 HP	+3 ATK	—	Start the battle with 4 mole party members.
Wizard	+15 TP	+5 INT	—	Start the battle with all crystal eres members. Will is unable
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Chain Combo ensuring that Will inflicts the final attack.
Crystal Master	+25 TP	+5 INT	—	Will learns all eres.
Rising Champ	+25 TP	+5 DEF	+5 INT	Will clears the advanced single matches in the battle

CHLOE VALENS

Chloe is the second most reliable fighter. Her skills are similar to those of Senel. She's adept at creating combos and damaging enemies with strong defenses. Her HP is a little low, so watch her carefully in tough battles.

Her greatest strength are her multiple hit attacks like Sword Rain, Sword Rain: Alpha, and Sword Rain: Omega. These attacks strike the opponent repeatedly and can be used to pin enemies down, stun them, or even to prevent a crystal eren from casting.

Some attacks like Sword Rain: Omega can also break through an opponent's guard. This is most useful when facing defensive minded creatures like Base Turtles and bosses. It also allows Chloe to crack open a tough boss, so Senel can follow up and cause serious damage.

Chloe's compound eres are a little trickier to use than most. They're counterattacks, so she takes a defensive position when the eres is triggered. She remains in the guard position for a few seconds. If attacked, she immediately counterattacks causing significant damage. These attacks are best used when Chloe is the lead character with three crystal erens backing her up. Otherwise, they tend to waste TP, since the other characters are hopefully keeping the opponent busy.







CHLOE'S IRON ERES

Base Eres

DEMON FANG
TP Used: 5 | Level: 1 | A. ATR: N/A
Description: Unleash a powerful shockwave along the ground.

SWORD RAIN: ALPHA
TP Used: 21 | Level: 44 | A. ATR: N/A
Description: Rapid thrusts blow the enemy away.

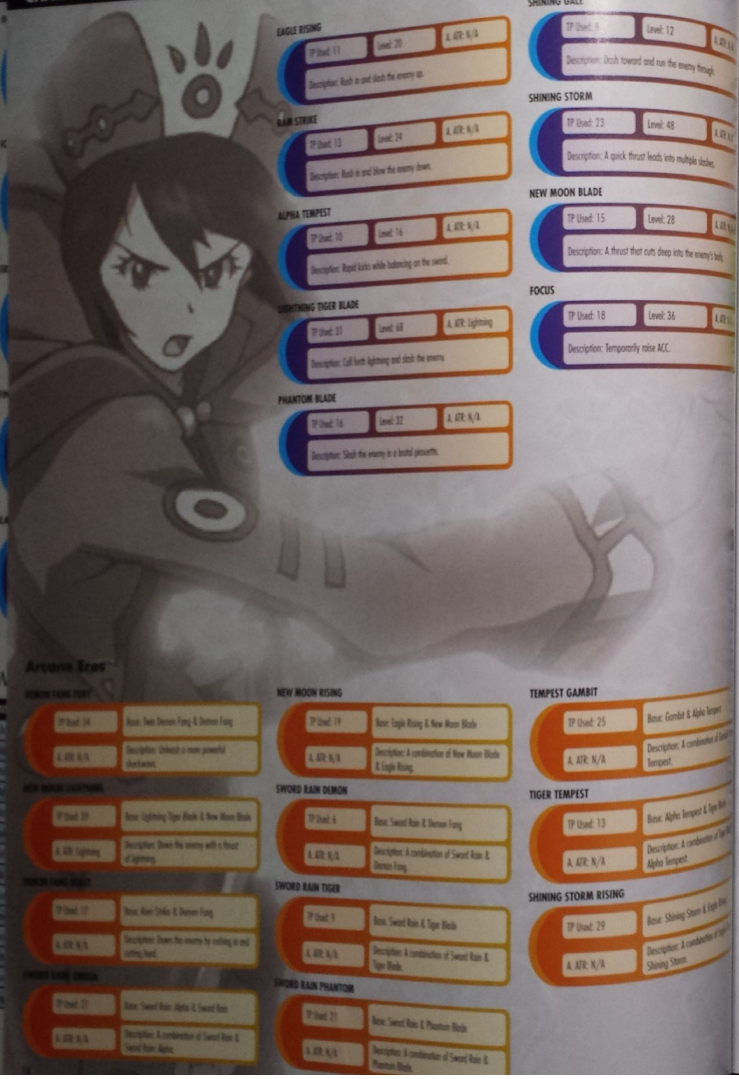
TWIN DEMON FANG
TP Used: 27 | Level: 58 | A. ATR: N/A
Description: Unleash multiple shockwaves along the ground.

GAMBIT
TP Used: 19 | Level: 40 | A. ATR: N/A
Description: Skewer the enemy and pull it in close.

SWORD RAIN
TP Used: 5 | Level: 1 | A. ATR: N/A
Description: Attack the enemy with rapid thrusts.

TIGER BLADE
TP Used: 7 | Level: 8 | A. ATR: N/A
Description: Slash the enemy into the air, then knock it down.

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EAGLE RISING
TP Used: 11 | Level: 20 | A. ATK: N/A
Description: Rush in and slash the enemy up.

RAM STRIKE
TP Used: 13 | Level: 24 | A. ATK: N/A
Description: Rush in and blow the enemy down.

ALPHA TEMPEST
TP Used: 10 | Level: 16 | A. ATK: N/A
Description: Rapid kicks while balancing on the sword.

LIGHTNING TIGER BLADE
TP Used: 31 | Level: 68 | A. ATK: Lightning
Description: Call forth lightning and slash the enemy.

PHANTOM BLADE
TP Used: 16 | Level: 32 | A. ATK: N/A
Description: Slash the enemy in a brutal pirouette.

SHINING GALE
TP Used: 8 | Level: 12 | A. ATK: N/A
Description: Dash toward and run the enemy through.

SHINING STORM
TP Used: 23 | Level: 48 | A. ATK: N/A
Description: A quick thrust leads into multiple slashes.

NEW MOON BLADE
TP Used: 15 | Level: 28 | A. ATK: N/A
Description: A thrust that cuts deep into the enemy's body.

FOCUS
TP Used: 18 | Level: 36 | A. ATK: N/A
Description: Temporarily raise ACC.

Arcane Eres

DEMON FANG FURY
TP Used: 34 | A. ATK: N/A
Base: Twin Demon Fang & Demon Fang
Description: Unleash a more powerful shockwave.

NEW MOON LIGHTNING
TP Used: 39 | A. ATK: Lightning
Base: Lightning Tiger Blade & New Moon Blade
Description: Down the enemy with a thrust of lightning.

RAM STRIKE RUSH
TP Used: 17 | A. ATK: N/A
Base: Ram Strike & Demon Fang
Description: Down the enemy by rushing in and cutting hard.

SWORD RAIN ALPHA
TP Used: 21 | A. ATK: N/A
Base: Sword Rain Alpha & Sword Rain
Description: A combination of Sword Rain & Sword Rain Alpha.

NEW MOON RISING
TP Used: 19 | A. ATK: N/A
Base: Eagle Rising & New Moon Blade
Description: A combination of New Moon Blade & Eagle Rising.

SWORD RAIN DEMON
TP Used: 6 | A. ATK: N/A
Base: Sword Rain & Demon Fang
Description: A combination of Sword Rain & Demon Fang.

SWORD RAIN TIGER
TP Used: 9 | A. ATK: N/A
Base: Sword Rain & Tiger Blade
Description: A combination of Sword Rain & Tiger Blade.

SWORD RAIN PHANTOM
TP Used: 21 | A. ATK: N/A
Base: Sword Rain & Phantom Blade
Description: A combination of Sword Rain & Phantom Blade.

TEMPEST GAMBIT
TP Used: 25 | A. ATK: N/A
Base: Gambit & Alpha Tempest
Description: A combination of Gambit & Tempest.

TIGER TEMPEST
TP Used: 13 | A. ATK: N/A
Base: Alpha Tempest & Tiger Blade
Description: A combination of Tiger Blade & Alpha Tempest.

SHINING STORM RISING
TP Used: 29 | A. ATK: N/A
Base: Shining Storm & Eagle Rising
Description: A combination of Eagle Rising & Shining Storm.

COMPOUND ERES

COMPOUND ERES VARIATIONS

Each of Chloe's compound eres can be changed slightly by replacing the third eres with different base and arcane iron eres. The added effect is generally the same with each compound eres, but may not alter certain attacks. The list below is a partial list, which covers all of the possible suffixes. Mix in other eres to see what happens.

THIRD ERES	SUFFIX	ADDED EFFECT
Demon Fang	N/A	N/A
Twin Demon Fang	+ DEF Down	Lowers enemy DEF
Lightning Tiger Blade	+ Freezing	Causes Freezing
Demon Fang Fury	+ Bind	Causes Bind
New Moon Lightning	+ Panic	Causes Panic
Demon Fang Blast	+ ATK Down	Lowers enemy ATK
Tempest Gambit	+ ACC Down	Lowers enemy ACC

COLD BLOOD RUSH
TP Used: 40 | A. ATK: N/A
Base: Shining Gale, Sword Rain, & another eres
Description: Focus and counter the enemy's attack. Best against Lizardmen.

SHADOW STEEL
TP Used: 40 | A. ATK: N/A
Base: Phantom Blade, New Moon Blade, & another eres
Description: Focus and counter the enemy's attack. Best against Gelures Swords.

URSA RAGE
TP Used: 40 | A. ATK: N/A
Base: Alpha Tempest, Tiger Blade, & another eres
Description: Focus and counter the enemy's attack. Best against Egg Bears.

CARAPACE GAMBIT
TP Used: 40 | A. ATK: N/A
Base: Gambit, Focus, & another eres
Description: Focus and counter the enemy's attack. Best against Base Turtles.

WOLF RISING
TP Used: 40 | A. ATK: N/A
Base: Ram Strike, Eagle Rising, & another eres
Description: Focus and counter the enemy's attack. Best against Goffs.

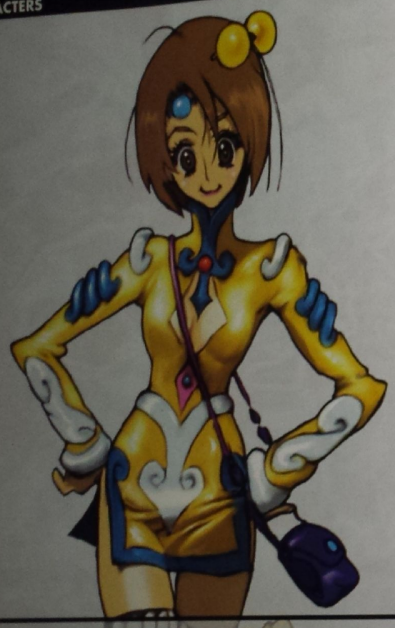
PRIMA DONNA
TP Used: 40 | A. ATK: N/A
Base: Shining Storm, Sword Rain: Alpha, & another eres
Description: Focus and counter the enemy's attack. Best against Divas.

CHLOE'S TITLES

TITLE	EFFECTS			CONDITION
Girl Knight	—	—	—	Default.
Cranky Knight	+1 ATK	—	—	Before Shirley recovery operation.
Sinking Knight	+1 EVA	—	—	After finding out she can't swim.
Mooching Knight	+10 HP	—	—	After decision to stay in hospital.
Romance Knight	+2 EVA	—	—	After failure of operation: love attack.
Nervous Knight	+5 TP	—	—	After failure to tell Sanaë her feelings.
Sister Knight	+1 ACC	—	—	After Elze says she prefers Chloe.
Out All Knight	+1 LCK	—	—	After Chloe's character quest.
Dreaming Girl	+2 LCK	—	—	After listening to the lovers in the heart-shaped house.
Punch Line	+3 ACC	—	—	Acquire Paper Fan.
Masked One	+3 DEF	+3 INT	—	Acquire Skeleton Mask.
Lesser Knight	+20 HP	—	—	Chloe reaches level 20.
Greater Knight	+30 HP	—	—	Chloe reaches level 40.
Royal Guard	+20 TP	—	—	Chloe reaches level 60.
Paladin	+25 TP	—	—	Chloe reaches level 80.

TITLE	EFFECTS			CONDITION
Knight of Legend	+50 HP	+25 TP	—	Chloe reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Combaist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Extravagant Finish	+15 TP	+3 ATK	—	Chloe is the controlled character. Defeat the last enemy with a Climax Combo ensuring that Chloe inflicts the final attack.
Rain Down	+4 ACC	—	—	Chloe breaks the enemy's guard (guard break) 5+ times.
Crimson Rose	+3 INT	+3 EVA	—	Start the battle with 4 female party members.
Berserker	+30 HP	+5 ATK	—	Start the battle with all iron eres members. Chloe must be conscious.
Berserk	+40 HP	+4 ATK	—	Chloe defeats 5+ enemies in one battle.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo ensuring that Chloe inflicts the final attack.
Iron Master	+50 HP	+5 ATK	—	Chloe masters all eres.
Soul Edge	+50 HP	+5 ATK	+5 ACC	Chloe clears the advanced single matches in the battle arena.

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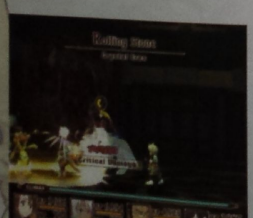
NORMA BEATTY

Norma is a treasure hunter and crystal eren with a knack for getting herself, and her friends, into trouble. She has the unique ability to Resurrect fallen allies and an always useful Revive that heals the entire party at once.

Norma is almost always the primary healer in battle due to her group heal. It isn't the most powerful healing eres, but the ability to heal everyone simultaneously is critical in most boss fights. Her Resurrect is also essential. She's the only character able to revive a fallen comrade without the use of items. This is even more useful in the Arena where items aren't allowed.

Her Earth eres are valuable early in the game, since Rolling Stone is the perfect combo with Senel's throws and Earth eres are somewhat rare. Later in the game it's best to shut her attack eres off except in special situations. Let her focus on healing and resurrecting fallen allies while Grune, Will, or Shirley attacks.





NORM'S CRYSTAL ERE

FIRE WALL
TP Used: [illegible] | Level: 5 | A. ATK: Fire
Eres Stones: Golf (30), Eggtopus (50)
Description: Call forth a wall of fire below the enemy.

GRAVE
TP Used: 9 | Level: 1 | A. ATK: Curse
Eres Stones: N/A
Description: Call forth stone from below the enemy.

ICE WALL
TP Used: 15 | Level: 11 | A. ATK: Ice
Eres Stones: Egg Bear (90), Eryngi (63)
Description: Call forth ice from below the enemy.

THUNDER ARROW
TP Used: 23 | Level: 20 | A. ATK: Lightning
Eres Stones: Megrant (254), Dondaarantula (34)
Description: Bolts of lightning course through the enemies.

FIRE STORM
TP Used: 31 | Level: 29 | A. ATK: Fire
Eres Stones: Golf (672), Base Turtle (121)
Description: Create a whirlwind of flames.

DARK FORCE
TP Used: 37 | Level: 35 | A. ATK: Curse
Eres Stones: Phyrex (596), Hoppefly (91)
Description: Call forth darkness to launch th e enemy up.

ROLLING STONE
TP Used: 42 | Level: 41 | A. ATK: Earth
Eres Stones: Gelunes Shield (343), Diva (516)
Description: Crush the enemy with a huge boulder.

BLIZZARD
TP Used: 45 | Level: 44 | A. ATK: Ice
Eres Stones: Base Turtle (1138), Mandrake (349)
Description: A powerful blizzard assaults the enemies.

RAY
TP Used: 57 | Level: 50 | A. ATK: Sea
Eres Stones: Lizardman (862), Mandrake (530)
Description: Emit countless beams of light.

GROUND DASHER
TP Used: 54 | Level: 54 | A. ATK: Earth
Eres Stones: Zephyr (1000), Element (743)
Description: Unleash the destructive force of earth.

BLACK HOLE
TP Used: 57 | Level: 58 | A. ATK: Curse
Eres Stones: Eryngi (580), Poepit (677)
Description: Call forth a darkness that devours even light.

TRACTOR BEAM
TP Used: 61 | Level: 62 | A. ATK: N/A
Eres Stones: Hill Angler (765), Gold Shark (565)
Description: Launch an enemy into the air and drop it down.

ANCIENT NOVA
TP Used: 64 | Level: 66 | A. ATK: Fire
Eres Stones: Eryngi (601), Mandrake (1014)
Description: Incinerate the enemy with primordial fire.

METEOR STORM
TP Used: 68 | Level: 70 | A. ATK: Fire
Eres Stones: Eryngi (1048), Dragon (1618)
Description: Call down meteors from the starry heavens.

RESURRECTION
TP Used: 34 | Level: 32 | A. ATK: N/A
Eres Stones: Dondaarantula (143), Eggtopus (332)
Description: Resurrect a fallen ally.

REVIVE
TP Used: 28 | Level: 26 | A. ATK: N/A
Eres Stones: Lizardman (418), Gelunes Sword (37)
Description: Heal all allies.

TAUNT
TP Used: 18 | Level: 14 | A. ATK: N/A
Eres Stones: Egg Bear (130), Eggtopus (218)
Description: Temporarily lower an enemy's ATK.

RALLY
TP Used: 20 | Level: 17 | A. ATK: N/A
Eres Stones: Base Turtle (94), Eggtopus (304)
Description: Temporarily raise an ally's ATK.

SILENCE
TP Used: 26 | Level: 23 | A. ATK: N/A
Eres Stones: Eru (447), Poepit (101)
Description: Seal an enemy's Eres.

CHEERLEADER TAUNT
TP Used: 39 | Level: 38 | A. ATK: N/A
Eres Stones: Hopper (312), Element (477)
Description: Temporarily lower all enemies' ATK.

CHEERLEADER RALLY
TP Used: 47 | Level: 47 | A. ATK: N/A
Eres Stones: Megrant (1607), Lizardman (860)
Description: Temporarily raise all allies' ATK.



NORMA'S TITLES

TITLE	EFFECTS			CONDITION
Treasure Chick	—	—	—	Default.
Bubbles	+1 DEF	—	—	After bubble girl.
Out Cold Chick	+1 INT	—	—	After sleeping event.
Laughing Chick	+5 TP	—	—	After Laugh Brigade.
Naming Chick	+1 ACC	—	—	After deciding Noriles' name.
Pure White Chick	+2 INT	—	—	After seeing Swee.
Teacher's Pet Chick	+1 LCK	—	—	After using the Everlight.
Mimic Chick	+1 ATK	—	—	After mimicking.
Love Hunter	+3 ACC	—	—	Acquire Love Love Straw.
Scan Master	+25 TP	+5 LCK	—	Find all hidden items with the Sorcerer's Scanner.
Absent Chick	+3 LCK	—	—	Acquire Niddy Blouse.
Top Gold Digger	+20 TP	+2 LCK	—	Open all treasure boxes.
Collector's Soul	+5 INT	+4 ACC	—	Complete the Collector's Book.
Loaded	+50 HP	+5 LCK	—	Maximum gold (9,999,999).
Chirrrebox	+25 TP	—	—	Watched all conversation skits.
Pretty Chick	+15 TP	—	—	Norma reaches level 20.
Noisy Chick	+20 TP	—	—	Norma reaches level 40.
Beautiful Chick	+30 HP	—	—	Norma reaches level 60.

TITLE	EFFECTS			CONDITION
Wonderful Chick	+40 HP	—	—	Norma reaches level 80.
Eternal Chick	+50 HP	+25 TP	—	Norma reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Comboist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Narrow View	+3 ATK	—	—	Norma has at least 2 different elemental eres and only uses one technique in battle.
Indulgent	+4 DEF	+4 INT	—	Norma is the leader and launches 2+ Climax Combo in one battle.
Sky is Blue	+3 EVA	—	—	Norma is KO'd 3+ times in battle.
Wow	+25 TP	+5 INT	—	Get 3+ stone eres (same enemy is OK) in one battle.
Crimson Rose	+3 INT	+3 EVA	—	Start the battle with 4 female party members.
Wizard	+15 TP	+5 INT	—	Start the battle with all crystal eres members. Norma must be conscious.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo ensuring that Norma inflicts the final attack.
Crystal Master	+25 TP	+5 INT	—	Norma masters all eres.
Bubble Master	+25 TP	+5 DEF	+5 INT	Norma clears the advanced single matches in the battle arena.

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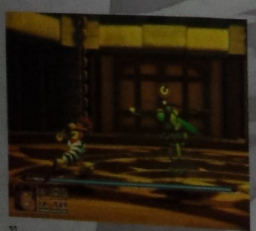


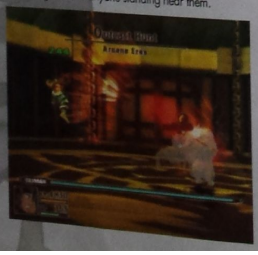
MOSES SANDOR

Moses is a rough and tumble bandit. His best friend Giet, a Golf, is always by his side. Moses is unlike the other iron erens. He attacks with a spear, which allows him to stay back where it's safest. The tradeoff is that his accuracy isn't the best especially when facing short opponents like Eggtopus and Peepit Chicks.

Though Moses can be a powerful ally, he's not someone that's fit for every battle. He excels against tall or large opponents like Dragons, Megants, and Hill Anglers. He also fares well against flying creatures like Phynx and Gold Sharks. Just keep him out of the battle party whenever short creatures are common, or he won't be much help.

Perhaps Moses' greatest strength is his arcane and compound eres. They're similar to crystal eres in that they directly attack the enemy without Moses approaching the target. This allows him to overcome his targeting issues, but forces him to chew through his TP at a frightening pace. Still it makes him a valuable ally when facing creatures with FOEs or Dandarantulas that can grab onto anyone standing near them.





MOSES IRON ERES

Base Eres

LONE WOLF
TP Used: 9 | Level: 1 | A. ATK: N/A
Description: Throw a spear with the spirit of a wolf.

WOLF PACK
TP Used: 17 | Level: 34 | A. ATK: N/A
Description: Throw numerous spears.

EAGLE SHOT
TP Used: 11 | Level: 19 | A. ATK: N/A
Description: Throw a massive spear from above.

WILD RAIN
TP Used: 21 | Level: 44 | A. ATK: N/A
Description: Spears rain down on the enemy.

ROGUE HUNT
TP Used: 25 | Level: 54 | A. ATK: N/A
Description: Down the enemy with a straight shot.

WOLF STORM
TP Used: 19 | Level: 39 | A. ATK: N/A
Description: Multiple spears home in on the enemy.

OUTCAST
TP Used: 15 | Level: 29 | A. ATK: N/A
Description: Immobilize the enemy with a spear.

SAVAGE STRIKE
TP Used: 13 | Level: 24 | A. ATK: N/A
Description: A spear shoots from below and launches the enemy.

LION CANNON
TP Used: 29 | Level: 63 | A. ATK: N/A
Description: Down the enemy with a giant spear from above.

Arcane Eres

RABID WOLF
TP Used: 14 | Base: Lion Cannon & Lone Wolf | A. ATK: N/A
Description: A barrage of spears like a pack of wolves.

LION RAIN
TP Used: 17 | Base: Wild Rain & Wolf Pack | A. ATK: N/A
Description: Throw spears up and watch them rain down.

SAVAGE WOLF
TP Used: 22 | Base: Lone Wolf & Savage Strike | A. ATK: N/A
Description: Down the enemy with the spirit of a wolf.

OUTLAW
TP Used: 24 | Base: Outcast & Wolf Pack | A. ATK: N/A
Description: Take out the enemy with a vicious barrage.

LONE EAGLE
TP Used: 27 | Base: Lone Wolf & Eagle Shot | A. ATK: N/A
Description: Throw a powerful spear from above.

SAVAGE WOLF STORM
TP Used: 29 | Base: Wolf Storm & Savage Strike | A. ATK: N/A
Description: A combination of Savage Strike & Wolf Storm.

OUTCAST HUNT
TP Used: 36 | Base: Rogue Hunt & Outcast | A. ATK: N/A
Description: Stop the enemy and down it with a mid-air attack.

COMPOUND ERES

COMPOUND ERES VARIATIONS

Each of Moses' compound eres can be changed slightly by replacing the third eres with different base and arcane iron eres. The added effect is generally the same with each compound eres, but may not alter certain attacks.

THIRD ERES	SUFFIX	ADDED EFFECT
Rabid Wolf	+ INT Down	Lowers enemy INT.
Lion Rain	N/A	N/A
Savage Wolf	+ CST Down	Lowers enemy CST
Outlaw	+ ACC Down	Lowers enemy ACC
Lone Eagle	+ Sealed Eres	Seals enemy's Eres.
Savage Wolf Storm	+ INT Down	Lowers enemy INT.

WITCH DRAGON
TP Used: 40 | Base: Lone Wolf, Eagle Shot, & another eres | A. ATK: N/A
Description: The spirit of a dragon erupts from below. Best against Ere.

BIRD OF PREY
TP Used: 40 | Base: Outcast, Eagle Shot, & another eres | A. ATK: N/A
Description: The spirit of a falcon erupts from below. Best against Peepits.

ROTTING TIGER
TP Used: 40 | Base: Savage Strike, Wolf Pack, & another eres | A. ATK: N/A
Description: The spirit of a tiger erupts from below. Best against Eryngi.

ELEMENTAL STORM
TP Used: 40 | Base: Wolf Storm, Wolf Pack, & another eres | A. ATK: N/A
Description: The spirit of a lion erupts from below. Best against Elements.

PHOENIX SCRAMBLE
TP Used: 40 | Base: Rogue Hunt, Wild Rain, & another eres | A. ATK: N/A
Description: The spirit of a phoenix erupts from below. Best against Eggtopi.

GRYPHON SHOT
TP Used: 40 | Base: Rogue Hunt, Lion Cannon, & another eres | A. ATK: N/A
Description: The spirits of wyrms erupt from below. Best against Phynxes.

MOSES' TITLES

TITLE	EFFECTS			CONDITION
Beast Tamer Man	—	—	—	Default.
Punching Bag Man	+1 EVA	—	—	After getting his butt kicked.
Family Man	+1 DEF	—	—	After the night before battle with Moses.
Smelly Man	+1 ACC	—	—	After conversation.
Instinct Man	+1 ATK	—	—	After showing true form towards Grune.
Beast Man	+2 EVA	—	—	After Moses' character quest.
Wild Man	+10 HP	—	—	After being told he is wild.
Warmhearted Man	+1 ACC	—	—	After calling Jay "brother."
Pirate	+40 HP	+3 INT	—	Acquire Alfread's Hat.
Great Eater				Eat bread 5 times in a row on the world map.
Boss	+20 HP	—	—	Moses reaches level 20.
Mischievous Boss	+30 HP	—	—	Moses reaches level 40.
My Way Boss	+20 TP	—	—	Moses reaches level 60.
Boss of the Legacy	+25 TP	—	—	Moses reaches level 80.
Boss of the Universe	+50 HP	+25 TP	—	Moses reaches level 100.

TITLE	EFFECTS			CONDITION
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Combaist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Bull's-Eye	+3 ATK	+3 ACC	—	Moses is the only one heading towards the enemy.
Never Say Never	+30 HP	+3 ATK	—	Start the battle with Moses conscious and ensure he is KO'd 5+ times before the end of the battle.
Insult to Injury	+15 TP	+3 DEF	—	Moses gets status effects 5+ times in one battle.
Testosterone	+30 HP	+3 ATK	—	Start the battle with 4 male party members.
Berserker	+30 HP	+5 ATK	—	Start the battle with all iron eres members. Moses must be conscious.
Berserk	+40 HP	+4 ATK	—	Moses defeats 5+ enemies in one battle.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo and ensure that Moses inflicts the final attack.
Iron Master	+50 HP	+5 ATK	—	Moses masters all eres.
Brawl Master	+50 HP	+5 ATK	+5 ACC	Moses clears the advanced single matches in the battle arena.

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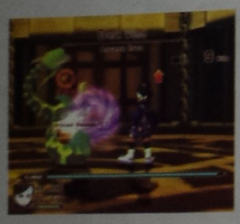
JAY

Jay is a mysterious youth with a dark streak. He's adept at gathering information, but only for a price. He's the speedster of the group. His attacks are quick and deadly, but his armor isn't as strong as Senel or Chloe's.

Speed is Jay's greatest advantage. You can't hit what you can't catch. Though his armor is limited he can often evade enemies to avoid damage. Always pay close attention to him in difficult battles and make up for his armor deficiencies with accessories that reduce physical damage.

Jay's attacks are a little different from the other iron erens. Most of them have an elemental attribute of some sort, which makes him useful when the opponent has a specific weakness. His compound eres can also lower an opponent's resistances, which makes him valuable when grouped with Grune and the other crystal erens.







JAY'S IRON ERES

Base Eres

DAGGER
TP Used: 13 | Level: 1 | A. ATR: N/A
Description: Throw an exploding dagger.

FALCON
TP Used: 25 | Level: 58 | A. ATR: N/A
Description: Throw an exploding dagger from midair.

GHOST BLADE
TP Used: 15 | Level: 36 | A. ATR: N/A
Description: Temporarily raise speed.

SILENT REAPER
TP Used: 17 | Level: 33 | A. ATR: Curse
Description: Cut through the enemy without a sound.

CROW BLADE
TP Used: 26 | Level: 57 | A. ATR: N/A
Description: Jump up and stomp on the enemy's head.

SPARROW HAWK
TP Used: 30 | Level: 67 | A. ATR: N/A
Description: Unleash a hawk-kicked whirlwind kick.

DARK CLOUD
TP Used: 35 | Level: 95 | A. ATR: N/A
Description: Shoot the enemy with a quick slide and a final kick.

PYRE
TP Used: 13 | Level: 24 | A. ATR: Fire
Description: Cause an explosion under the enemy.

MERCILESS THUNDER
TP Used: 19 | Level: 39 | A. ATR: Lightning
Description: Call up lightning under the enemy.

ICE STORM
TP Used: 14 | Level: 27 | A. ATR: Ice
Description: Call up ice under the enemy.

BRUTAL EARTH
TP Used: 18 | Level: 36 | A. ATR: Earth
Description: Call up stone under the enemy.

ILL WIND
TP Used: 23 | Level: 49 | A. ATR: N/A
Description: Blades of wind slice the enemy.

SHADOW BLADE
TP Used: 26 | Level: 47 | A. ATR: N/A
Description: Create a shadow that stops the enemy.

Arcane Eres

WRAITH EARTH
TP Used: 17 | Base: Brutal Earth & Ghost Blade
A. ATR: Earth | Description: Call up powerful stones from under the enemy.

WRAITH ICE
TP Used: 20 | Base: Ghost Blade & Ice Storm
A. ATR: Ice | Description: Call up powerful ice from under the enemy.

HAWK TALON
TP Used: 21 | Base: Sparrow Hawk & Dagger
A. ATR: N/A | Description: A combination of Sparrow Hawk & Dagger.

FLAME DAGGER
TP Used: 23 | Base: Dagger & Pyre
A. ATR: Fire | Description: A combination of Pyre & Dagger.

SILENT PYRE
TP Used: 24 | Base: Silent Reaper & Pyre
A. ATR: Fire | Description: A combination of Silent Reaper & Pyre.

SILENT LIGHTNING
TP Used: 26 | Base: Merciless Thunder & Silent Reaper
A. ATR: Lightning | Description: A combination of Silent Reaper & Merciless Thunder.

SHADOW REAPER
TP Used: 29 | Base: Shadow Blade & Silent Reaper
A. ATR: Curse | Description: A combination of Shadow Blade & Silent Reaper.

DARK WIND
TP Used: 38 | Base: Ill Wind & Dark Cloud
A. ATR: N/A | Description: A combination of Dark Cloud & Ill Wind.

COMPOUND ERES

COMPOUND ERES VARIATIONS

Each of Jay's compound eres can be changed slightly by replacing the third eres with different base and arcane iron eres. The added effect is generally the same with each compound eres, but may not alter certain attacks. The list below is a partial list, which covers all of the possible suffixes. Mix in other eres to see what happens.

THIRD ERES	SUFFIX	ADDED EFFECT
Dark Wind	N/A	N/A
Silent Pyre	+ Curse Down	Lowers resistance to Curse
Wraith Earth	+ Earth Down	Lowers resistance to Earth
Hawk Talon	+ Fire Down	Lowers resistance to Fire
Falcon	+ Ice Down	Lowers resistance to Ice
Sparrow Hawk	+ Sea Down	Lowers resistance to Sea

FALLEN IDOL
TP Used: 40 | Base: Dagger, Ice Storm, & another eres
A. ATR: N/A | Description: Destroy the enemy with one hit after another. Best against Humans.

BRIMSTONE PLAGUE
TP Used: 40 | Base: Ghost Blade, Pyre, & another eres
A. ATR: N/A | Description: Call forth mystical energy. Best against Hoppers & Hopperflies.

TRAGIC GALE
TP Used: 40 | Base: Ghost Blade, Silent Reaper, & another eres
A. ATR: N/A | Description: Slice the enemy with blinding speed. Best against Zephyrs.

ARACHNE SHOT
TP Used: 40 | Base: Dagger, Brutal Earth, & another eres
A. ATR: N/A | Description: Launch the enemy up and kick it down. Best against Dandarantulas.

SHIELD BLAST
TP Used: 40 | Base: Dark Cloud, Shadow Blade, & another eres
A. ATR: N/A | Description: Toy with the enemy, then blow it up. Best against Golures Shields.

DEMON SEAL
TP Used: 40 | Base: Crow Blade, Ill Wind, & another eres
A. ATR: N/A | Description: Stop the enemy and rain daggers down. Best against Fiends.

JAY'S TITLES

TITLE	EFFECTS			CONDITION
Joy the Unseen	—	—	—	Default.
Joy the Taunting	+1 MCC	—	—	After taunting Kashel.
Joy the Spineless	+1 DEF	—	—	After being called spineless.
Joy the Brat	+1 INT	—	—	After realizing who the Heefies is.
Joy the Angry	+1 ATK	—	—	After yelling at Senel.
Joy the Rebel	+1 EVA	—	—	After being called a rebel.
Joy the Youngest	+1 LCK	—	—	After talking about being the youngest.
Joy the Cry Baby	+2 ATK	—	—	After Joy cries.
Home Cooking	+4 EVA	+3 LCK	—	Get the recipe for Mont Stew Breast Bowl from Cornelia.
Starting Up Boy	+30 HP	—	—	Joy reaches level 40.
Swift Boy	+20 TP	—	—	Joy reaches level 60.
Sonic Boy	+25 TP	—	—	Joy reaches level 80.
Light Boy	+50 HP	+25 TP	—	Joy reaches level 100.

TITLE	EFFECTS			CONDITION
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Combust	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Picky	+4 DEF	—	—	Joy uses one technique 10+ times in battle and without using any other technique.
Testosterone	+30 HP	+3 ATK	—	Start the battle with 4 male party members.
Berserker	+30 HP	+5 ATK	—	Start the battle with all iron eres members. Joy must be conscious.
Berserk	+40 HP	+4 ATK	—	Joy defeats 5+ enemies in one battle.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy party with a Chrono Combo and ensure that Joy inflicts the final attack.
Iron Master	+50 HP	+5 ATK	—	Joy masters all eres.
Joy the Assassin	+50 HP	+5 ATK	+5 ACC	Joy clears the advanced single matches in the battle arena.

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GRUNE

Grune is a beautiful but mysterious woman with no memory of her past. She's the cannon of the crystal erens. She relies purely on her ability to cause damage and lacks healing eres and status attacks. Her presence is most useful when facing enemies with specific elemental weaknesses or strong physical defenses.

She partners well with Norma late in the game. Norma can handle the healing while Grune causes the damage. The lack of healing eres means she can never be the only crystal eren in the battle party. Nonetheless, her powerful eres can turn the tide of battle when facing strong enemies that are dangerous to approach.

Take advantage of Grune's skills by having eren occupy the opponent's attention. She can block the entire time so long as Grune is safe in the background. This gives her plenty to cast and keeps the enemy from running.

GRUNE'S CRYSTAL ERES

BLOODY HOWLING
TP Used: 24 | Level: 1 | A. ATK: Curse
Eres Stones: N/A
Description: Eru eat a dark curse.

AQUA LASER
TP Used: 26 | Level: 39 | A. ATK: Sea
Eres Stones: Eru (1097), Base Turtle (652)
Description: Rip the enemy apart with high-pressured water.

ABSOLUTE
TP Used: 28 | Level: 42 | A. ATK: Ice
Eres Stones: Egg Bear (743), Pawgirl (534)
Description: Lead the enemy to a silent world of ice.

BRILLIANT LANCE
TP Used: 30 | Level: 45 | A. ATK: Sea
Eres Stones: Sea Goat (451), Dragon (828)
Description: Pierce the enemy with countless spears of light.

ERUPTION
TP Used: 33 | Level: 48 | A. ATK: Fire
Eres Stones: Phyrex (968), Automaton (250)
Description: Call up red-hot lava from beneath the earth.

RAY
TP Used: 33 | Level: 59 | A. ATK: Sea
Eres Stones: Egg Bear Cub (242), Egyptoise (819)
Description: Emit countless beams of light.

DEMON LANCE
TP Used: 34 | Level: 51 | A. ATK: Curse
Eres Stones: Brandaramule (507), Gelunes Sword (508)
Description: Pierce the enemy with a spear of darkness.

NEGATIVE BLADE
TP Used: 36 | Level: 55 | A. ATK:
Eres Stones: Pawgirl Chick (312), Dragon (900)
Description: Destroy the enemy with a blade of darkness.

BLACK HOLE
TP Used: 38 | Level: 63 | A. ATK:
Eres Stones: Golf (879), Grand Goat (845)
Description: Call forth a darkness that devours even light.

MAELSTROM
TP Used: 43 | Level: 67 | A. ATK:
Eres Stones: Eru (2262), Hopper (1074)
Description: Call forth a whirlpool that engulfs all.

JUDGMENT
TP Used: 46 | Level: 71 | A. ATK:
Eres Stones: Gentleman (500), Fiend (750)
Description: Call down judgment from the heavens.

GRUNE'S TITLES

TITLE	EFFECTS			CONDITION
Mommy Bear	—	—	—	Default.
Confusing Babe	+5 DEF	—	—	After joining the party.
Cuddly Babe	+5 ACC	—	—	After forgetting her underwear.
Singing Babe	+5 LCK	—	—	After the first Seed song.
Spicy Babe	+5 ATK	—	—	After the Grune eres.
Easygoing Babe	+5 EVA	—	—	After planting seeds while ignoring the atmosphere.
Mentioned Babe	+5 MT	—	—	After awakening.
Bath Time	+4 LUK	—	—	Acquire Bombo (Inside the lion's mouth on the bathtub at Will's house).
Model	+20 TP	—	—	Grune reaches level 45.
Love Girl	+30 HP	—	—	Grune reaches level 60.
Super Model	+40 HP	—	—	Grune reaches level 80.
Goddess	+50 HP	+25 TP	—	Grune reaches level 100.
Combo Newbie	+5 ATK	—	—	Participate in a 10+ combo.
Combonit	+40 HP	—	—	Participate in a 30+ combo.

TITLE	EFFECTS			CONDITION
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Mind Drinker	+3 EVA	—	—	Grune uses support items 5+ times in one
Learn Your Lessons	+4 LCK	—	—	Grune has at least 2 different elements and one enemy is resistant to 10+ times. Absorbs
Apathy Syndrome	+4 EVA	+3 LCK	—	Grune is the controlled character and battle. End the battle without naming
Dependant	+3 DEF	—	—	Grune is the controlled character and End the battle without being attacked.
Crimson Rose	+3 INT	+3 EVA	—	Start the battle with 4 female party
Wizard	+15 TP	+5 INT	—	Start the battle with all crystal eres be conscious.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group Combo and ensure Grune inflicts the
Crystal Master	+25 TP	+5 INT	—	Grune masters all eres.
Her Majesty	+25 TP	+5 DEF	+5 INT	Grune clears the advanced single matches

SHIRLEY FENNES

Shirley's quiet demeanor masks her true power. She's a powerful crystal eren with a nice mix of attack and healing eres. Unfortunately, she's only available during the character quest portion of the game. At that time her skills are very limited when compared with everyone else. Give her a little time to grow though and she becomes very valuable.

Blizzard and Tidal Wave are two of Shirley's best eres. Blizzard strikes the entire enemy party multiple times while pushing them back. Take direct control of her and use the speed casting technique and this assault can be insurmountable. Tidal Wave is a little less accurate, but it's one of the best Sea eres available and very handy against the toughest bosses.

It can also down the opponent, which presents Senel with an opportunity to use a throw or compound eres.

Shut her status boosting eres (Rally and Shelter) off. Horrific already has group versions of the same eres by the time Shirley acquires them. They can be triggered manually if necessary, but generally won't be needed.

SHIRLEY'S CRYSTAL ERES

FIRE BALL
TP Used: 26 | Level: 1 | A. ATK: Fire
Eres Stones: N/A
Description: Unleash fireballs on the enemy.

ICE WALL
TP Used: 27 | Level: 55 | A. ATK: Ice
Eres Stones: Dive (1001), Brandaramule (592)
Description: Call fourth ice from below the enemy.

INDIGNATION
TP Used: 28 | Level: 58 | A. ATK: Lightning
Eres Stones: Dragon (975), Gold Shrok (397)
Description: Call down powerful lightning from the sky.

BLIZZARD
TP Used: 31 | Level: 64 | A. ATK: Ice
Eres Stones: Lizardman (921), Erygi (581)
Description: A powerful blizzard assaults the enemies.

GROUND DASHER
TP Used: 30 | Level: 61 | A. ATK: Earth
Eres Stones: Eru (2003), Phyrex (1106)
Description: Unleash the destructive force of earth.

TRACTOR BEAM
TP Used: 35 | Level: 73 | A. ATK: N/A
Eres Stones: Golf (1227), Hill Angler (1000)
Description: Launch an enemy into the air and drop it down.

SHOOTING STARS
TP Used: 34 | Level: 70 | A. ATK: Ice
Eres Stones: Dive (1295), Mandraka (1014)
Description: Rain stars down on the enemy.

TIDAL WAVE
TP Used: 36 | Level: 76 | A. ATK: Sea
Eres Stones: Pawgirl (2221), Dinowyrm (400)
Description: A great flood attacks all in its path.

CURE
TP Used: 19 | Level: 1 | A. ATK: N/A
Eres Stones: N/A
Description: Heal an ally completely.

RALLY
TP Used: 10 | Level: 52 | A. ATK: N/A
Eres Stones: Base Turtle (1461), Hoppertly (424)
Description: Temporarily raise an ally's ATK.

SHELTER
TP Used: 23 | Level: 67 | A. ATK: N/A
Eres Stones: Gelunes Sword (878), Element (927)
Description: Temporarily raise all allies' DEF.

SHIRLEY'S TITLES

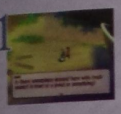
TITLE	EFFECTS			CONDITION
Praying Girl	—	—	—	Default.
Happy Girl	+1 EVA	—	—	After parting with Harriet.
Sister Girl	+10 HP	—	—	After "Still a brother."
Jealous Girl	+1 DEF	—	—	After being jealous of Grune.
Blessing Girl	+1 LCK	—	—	After visiting Fetimore's grave.
Stepping Girl	+1 ATK	—	—	After stopping Chloe.
Mean Girl	+5 TP	—	—	After being mean to Jay.
Hope Girl	+1 ACC	—	—	After finding out Thyra's true name.
Poster Girl	+15 TP	+4 INT	—	Acquire Baker's Hat.
Agent of Nerifes	+20 TP	—	—	Shirley reaches level 60.
Child of the Sea	+40 HP	—	—	Shirley reaches level 80.
Dignified Mariner	+50 HP	+25 TP	—	Shirley reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Combonit	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.

TITLE	EFFECTS			CONDITION
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Item Keeper	+3 EVA	—	—	Shirley uses items 5+ times in one battle.
Prim and Proper	+4 DEF	—	—	Shirley is the controlled player and conscious at the Start of battle. End the battle without her dying or moving (or running) from her initial location.
Destroy Them	+4 INT	—	—	Shirley has at least 2 different elemental eres and uses eres that the enemy is weak against 10+ times.
Brave Girl	+15 TP	+3 LCK	—	Accept 10+ technique commands from Senel in one battle.
Wizard	+15 TP	+5 INT	—	Start the battle with all crystal eres members. Shirley must be conscious.
Crimson Rose	+3 INT	+3 EVA	—	Start the battle with 4 female party members.
Lone Girl	+15 TP	+3 EVA	—	Start the battle with Shirley, Will, Mosei, and Jinx. End without dying.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo ensuring Shirley inflicts the final attack.
Crystal Master	+25 TP	+5 INT	—	Shirley masters all eres.
Angry Mariner	+25 TP	+5 DEF	+5 INT	Shirley clears the advanced single matches in the battle arena.

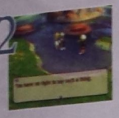
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In Pursuit

Lumen Spring/Fallingwater



Senel rushes Shirley to the stream up the hill (Map 2).



Senel must fight a "Mysterious Youth". The battle can't be won. Practice with Senel's Demon Fist ores until the fight ends automatically. Senel and Will chase Moses Sandor to Map 3.



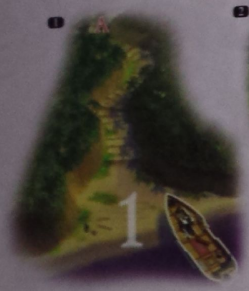
Will points to the ri... Beacon, in the ... Follow the mountain ... reach the town.

Enemies



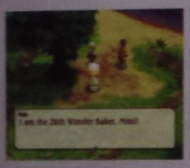












The 28th Wonder Baker

The party encounters a large spinning pig along the side of the road. The pig disappears with a puff of smoke and a strange girl takes its place. She teaches Senel a simple Bread recipe, which can be used at the local bakery. The party also receives a Basket that can hold 10 baked goods. Press ● to access the Basket on the world map or within a dungeon or town. Baked goods can be used to restore lost HP or TP, cure some negative status effects, and may even rouse the unconscious. Additional recipes are found throughout the Legend or acquired during cooking practice.



Earning Titles

Characters can equip different titles as they equip weapons and armor. Starting titles such as Senel's "Kind Brother" offer no attribute bonuses. Earn the "Daredevil" title, which provides a bonus, by defeating a few enemies without using an ores. More information on titles can be found in the Characters section of this guide.

New Eres

Senel reaches Level 2 quickly and learns the Shadow Rush base ores. Equip it immediately under the Eres Settings menu. There are only two eres available, so assign Shadow Rush to the three open command slots. Thus Demon Fist is used when the directional pad is in the neutral position and Shadow Rush is activated when the directional pad is pressed in any direction.



Wenties Beacon



Will says to meet at the fountain in the center of the city. Explore the town a bit and find the fountain to progress to the next section of the story.



Senel meets Will at the fountain before returning to Will's home to the south.



Finish shopping and leave the village via the south exit. This leads to the world map and the road to the Bandit's Lair.



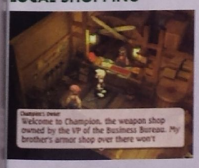






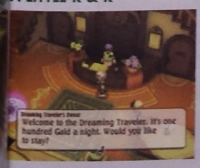


Local Shopping



It doesn't hurt to upgrade Senel's equipment upon entering the town. Champion, a local weapon shop, sells Power Bracers for 700 Gald. They don't provide a huge ATK boost, but every little bit helps. Also check out Phalanx, the shop next door to Champion, and consider purchasing the Leather Helm if you have enough Gald. Feel free to ignore both pieces of equipment and spend the Gald on healing items or ingredients for Toast at the local bakery.

A Little R & R



The local inn offers rooms for 100 Gald a night. It's best to avoid the inn when possible. Cabins that are found throughout the world usually have a spare bed that can be used free of charge.

Shops

Champion (Weapons)

Item	Cost
Iron Bracers	450
Power Bracers	700
Long Sword	800
Hammer	600

Phalanx (Armor)

Item	Cost
Soft Leather	480
Cloak	800
Robe	200
Leather Helm	140
Beret	150

Red Pepper (Grocery)

Item	Cost
Bread	20
Butter	30
Jam	20
Baguette	50
Broth	60
Parsley	40
Ham	60
Tuna	80

Dreaming Traveler (Inn)

Item	Cost
Rest	100

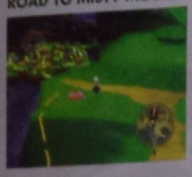
Get Ready (Tools)

Item	Cost
Apple Gel	100
Orange Gel	200
Life Bottle	300
Panacea Bottle	150
Magic Lens	10
Cape	100

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MISTY MOUNTAINS

ROAD TO MISTY MOUNTAINS



Upon leaving Werites Beacon, Will discusses the Duct system. Ducts can be found all over the Legacy. The Werites Beacon Duct is currently closed, since it's the first discovered. It opens as soon as the party discovers a second Duct. The party can use the Ducts to quickly travel from one point to another. It prevents needless backtracking and allows quick trips to town to restock on essential items.

Port-on-Rage can be ignored. There are a few chests there, but nothing of interest at the moment. Do stop at the Country Cottage just off the road inside, Dice, provides basic information on battle. The empty bed in the cabin can be used to rest free of charge. This provides a good opportunity for Senel to practice with and master both Demon Fist and Shadow Rush to unlock the Demon Shadow eres. Fight creatures around the cabin and rest when necessary to restore lost HP and TP without consuming items. The Misty Mountains are located at the north end of the road.



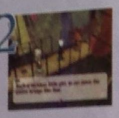
Take a moment to adjust Senel's Eres-Settings now that Will has joined. Assign Will's Heal eres to a shoulder button. Doing so allows the player a quick Heal at any time by pressing L1 or R1.

1



The first part of Misty Mountains is straightforward. After the first bridge the path splits. The left road is a simple route to the top of the mountain. The right path is more dangerous. There are Chaotic Zones lining the trail that contain powerful enemies, but also guard valuable treasures. Climb the right path and consider whether a return trip to the Country Cottage for rest is necessary before moving forward.

2



The party automatically moves to the first bridge up the path upon entering Map 4. There's a battle here on the bridge that can't be won. Conserve HP and TP since the battle ends automatically shortly after it begins. The party moves beyond Map 4 to the bottom of Map 5 following the event.

3



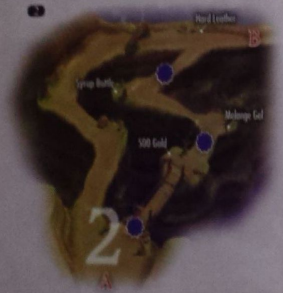
The road ahead splits several times. Follow the crossroads to the north and get a little off the left side. Don't go back down to the treasure as it is the north and cross back to the right. Return to it again on the next bridge to find the trail out.

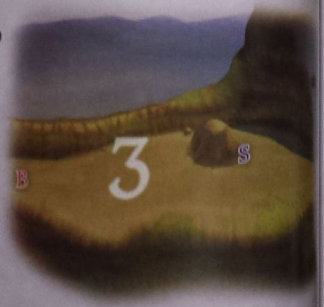
ENEMIES

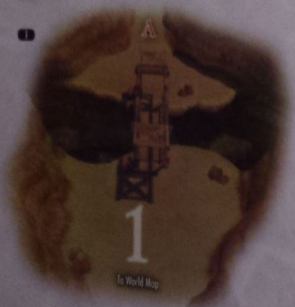


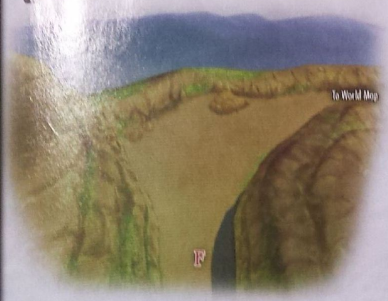










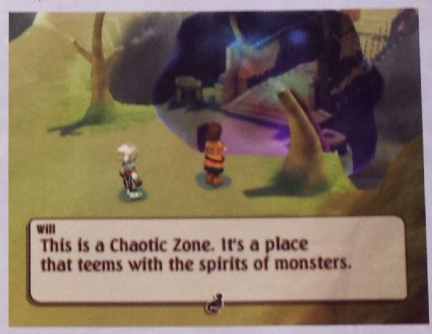






CHAOTIC ZONES

Chaotic Zones are pulsating balls that contain the spirits of monsters and usually guard valuable treasures. The party is likely to encounter stronger monsters within these zones, so enter them with caution. Chaotic Zones are good for one battle. They vanish and never return once a battle has been triggered and won within their sphere of influence.



THE 28TH WONDER BAKER

Don't miss the origami swan on the right side of the chasm. Mimi is up to her tricks once again. This time she rewards Senel with the Ham Sandwich recipe.

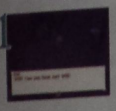


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BANDIT'S LAIR

ROAD TO BANDIT'S LAIR

The road to the Bandit's Lair is a long curve between some steep hills. Look for the next Duct just outside of the Bandit's Lair and make a trip back to town to rest and restock. The party should have a fair amount of Gold now, so they can easily upgrade their equipment and practice making Toast and Ham Sandwiches.



1 The party splits up upon entering the lair and Senel ends up alone in the basement.



2 Bypass the Chaotic Zones in the basement and head for the stairs at the end of the hall. Senel can win the battles within the Chaotic Zones on his own, but it's risky. It's better to come back once the party has regrouped.



3 The party regroups as enters Map 4. Com... stairs around the ... going back for the ... the basement.



4 Chloe joins the party at the top of the stairs. Now is a good time to go back for the missed treasures.



5 The party encounters a Puzzle Booth for the first time on Map 5. The green Duct whisks the party away to a strange room with a broken path. The path must be repaired so the party can reach the Duct on the opposite side.



6 Take a moment to ... restore the party's ... TP before moving ... room at the left ... when ready to ... Lair's bosses.



7 The party receives Moses' Key after the boss fight. Return to Shirley's room, head back through the Duct, and find the north exit (after an event) to leave the Bandit's Lair.

ENEMIES



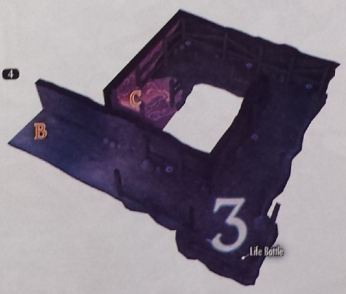








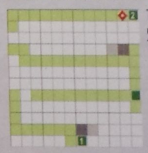








PUZZLE BOOTH SOLUTION



There are two movable blocks in the room. One 1 is near the entrance and to the left of the stairs down. The second 2 is next to the Duct.



Step 1: Pull and push the first block 1 around the stairs and into the gap A in the path following the diagram.

Step 2: Cross the room and pull the second block 2 past the second staircase and push it into the second gap B. This completes the path allowing access to the Duct.

WORKING WITH CHLOE

Take a moment to adjust Senel's Eres-Settings now that Chloe has joined the party. Assign her Sword Rain eres to one of the shoulder buttons, so you can order her to attack at any moment. This allows for easy combo creation. Surround an enemy with Senel and Chloe and attack with Senel's three punches. Order Chloe to follow with Sword Rain and unleash a second series of attacks. This easily nets 10 or more hits and can rack up even more against stronger opponents.

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STONE BLAST

There's a good chance Will can reach Level 5 inside of the Bandit's Lair and when he does he can learn the Stone Blast eres. Deactivate this attack in any battle featuring Chirpee Chicks, which are resistant to Stone elements, or the party's battle Grades suffer. Check the enemy party immediately and open the battle menu if Chirpee Chicks appear. Select Will's Eres-Settings and turn Stone Blast "OFF".







Giet is the more dangerous of the two enemies. Its attacks can strike multiple targets and quickly rip through the party's HP. Surround Giet immediately with Chloe and Senel. Activate Climax Mode with L1 and start pounding on the enemy with punch combos while ordering Chloe to attack with her Sword Rain over and over. Giet should fall before Climax Mode ends, or shortly thereafter. Moses is easy to finish off with Giet defeated. Keep Moses off balance and surrounded by attacking with eres.



Use Climax Mode to eliminate Giet first...



...then finish off Moses once he's alone.

CRYSTAL FOREST

THE PATH TO CRYSTAL FOREST

The road to Crystal Forest is long and winding. Cut across the hill on the left to shorten the trip and find a chest containing an Orange Gel.





Lightning Bears and Rotting Eryngis are common along The combination makes combat tricky. Lightning a weakness to Stone elements and are strong Lightning eres. Rotting Eryngis are the exact Will becomes something of a liability. He randomly attacks with his Lightning and Stone Blast eres, which can quickly cut into the overall Grade. It's best to put both attacks on the shoulder buttons and turn them off in Will's Eres-Settings menu. You can then order Will to attack with the proper eres and avoid nasty penalties.



Use the Duct outside of Crystal Forest to return to the Werites Beacon Recover from the Bandit's Lair boss fight before returning to and enteri Crystal Forest.

ENEMIES







1



There's a brief event as the party enters the Crystal Forest. Go left after the event to find two Chaotic Zones and a pair of chests.

2



Take a moment to save and restore the entire party at the top of Map 2 before entering Map 3. The Crystal Forest's boss is just around the corner.

3



Don't leave Map 3 too quickly after the boss fight. Explore the left side of the map to find a chest before heading north toward the exit.

4



Norma joins the party and opens the path to Map 6. She also adds the Collector's Book to the menu, which keeps track of everything the party has found throughout the adventure. The book allows item hording players to complete their collection without holding onto items once they've outlived their usefulness.



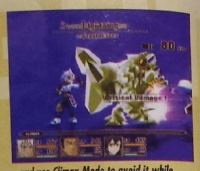
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Surround the Crystarantula with Senel and Chloe. Assail the boss with Senel's punch combo while Chloe attacks on her own. Keep pounding away until the boss triggers its FOE attack. Activate Climax Mode when the FOE aura appears on the ground and let loose with a chain of eres attacks. Order both Chloe and Will to join in to maximize damage. The boss has a large amount of HP, so it's unlikely to collapse during Climax Mode. Surround it again and continue the pincer attack until it falls. Should the boss grab one or more characters, order Will to attack and tap buttons to break free.



Watch for the Crystarantula's FOE attack...



...and use Climax Mode to avoid it while dishing out lethal punishment.

SECRET PASSAGE

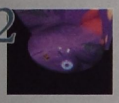
ROAD TO SECRET PASSAGE



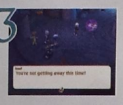
The long narrow path to the Secret Passage is also home to Bow Cottage. The door is locked tight, but remember the cottage for future exploration.



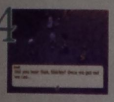
There's a brief event when the party enters Map 1, which leads them to Map 2.



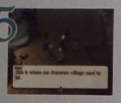
Take a moment to save and restore the party at the bottom of Map 3. This is also the last chance to return to town for a time, so check the party's stock of food and tools.



The party encounters a powerful enemy as they enter Map 4. This is a battle that can't be won. Hang in there and avoid wasting items. Try to knock the enemy down, so he can't attack. The fight ends automatically after a few seconds. The path back to the surface is blocked by a cave-in, so the party is forced to go deeper into Secret Passage.



The group takes a break after clearing the Puzzle Booth. They automatically move to the center of Map 6 where they encounter a new friend.



The new friend offers to show the party the way out. Explore the abandoned village thoroughly. There are many treasures to be found. The village is clear of monsters, so there's no threat to the party for the moment.



The tunnels beyond the village are full of monsters. The path twists and turns to the tracks at the bottom. Check for treasure in each corner along the way and re-equip the party as new items are collected.



Stop and save on Map 10 before exiting the area. A boss is very near, so the party should be ready for battle. Check Senel's equipment. He may not have the Fire Bolt bracers equipped.

ENEMIES (MAPS 2~6)





Senel and Shirley receive Gemini Shells after the boss battle. The party then automatically moves on to the Mountain Path.

ENEMIES (MAPS 8~10)





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PUZZLE BOOTH SOLUTION



This Puzzle Booth introduces switches and the Sorcerer's Ring. Switches must be triggered to open the Duct out. The Sorcerer's Ring emits a ball of light when triggered with ■. In this Puzzle Booth, the party must repair the path by moving blocks, and then shoot the trigger with the Sorcerer's Ring.

Step 1: Move blocks 1 and 2 to the left so they form a right angle with the three blocks next to the Duct.

Step 2: Pull block 3 in line with blocks 1 and 2.

Step 3: Pull block 4 once to the left and then shove it to the bottom right wall. Push the block into the gap beside block 3 so Senel is to the right of the finished path and can reach the stairs. Don't trap Senel on the left by pulling the final block into place.



Step 4: Stand at point A and shoot a ball of light into the Reflector to the right to trigger the Switch and open the Duct.

THE 28TH WONDER BAKER



Check the Old Oresoren Village carefully to discover a spinning Oresoren statue. It's Mimi! She rewards the party with the Hamburger recipe.

FIRE BOLT

Senel's new Fire Bolt bracers are a great upgrade. There's one small problem though. The Smolder Hoppers in this area are resistant to Fire damage, so the party's Grade is lowered if Senel attacks them with the new bracers. Switch weapons whenever Smolder Hoppers appear to avoid this costly penalty.



PREPARING FOR BATTLE

Senel may be able to create his first Compound Eres at this point. Try combini... Ground Slam + Shadow Rush + and another eres to create Writhing Demon. ... three eres must be mastered, or the combination won't work. The Writhing De... technique is effective against Dinowyrms. Assign it and Impact to buttons befo... facing the boss.



Surround the boss with Senel and Chloe and attack relentlessly. Watch the boss carefully. Trigger Climax Mode when an exclamation point appears over its head, which should prevent it from poisoning the party. Order everyone to attack and pummel the boss with eres. Keep an eye on the Climax Gauge. Tap L1 when the gauge is nearly empty to trigger a Climax Combo and finish Climax Mode with a final devastating blow. Polish off the boss by surrounding it once more, or forcing it into a corner. Keep knocking it down when it stands back up to prevent it from using its FOE attack. Also, look for opportunities to use Senel's Writhing Demon technique. The boss must be in the knocked down (curled up) position for the attack to work. Impact is an easy way to knock the boss over and it always curls up after a Climax Combo.



Watch for an exclamation point to appear above the boss...



...trigger Climax Mode to prevent its poison FOE attack.

MOUNTAIN PATH~DOWN THE CLIFF



Senel must handle the fights alone for now. Watch his HP carefully during and between fights. Use items to restore lost HP should it get low. There's a Health Point and Save Point near the end of the trail. Escape battle and rush to the end if necessary.



Senel is forced to fight an enemy on the cliff. The battle can't be won. It ends when Senel is knocked out, or when the enemy uses her Eruption eres.







BLAZING PEEPIT

Avoid using the Fire Bolt bracers against Blazing Peepits. These creatures are resistant to Fire damage, so the weapons aren't as effective. Switch to the Poison Bracers temporarily in these battles.

CHAOTIC ZONES

There are two Chaotic Zones along the path. Avoid them until Senel has had a chance to save at the end of the path. Then if something unfortunate happens the party isn't forced to face the Dynowyrm again.





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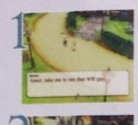
Just Out Of Reach

WERITES BEACON

THE PATH TO WERITES BEACON

The party is a short distance from Werites Beacon. Follow the curling valley around to locate the road that leads back into town.





Senel must first return to Will's home. Head there immediately.

Leave Will's home after a story break. Travel to the plaza in the center of the village.

Exit the city via the south gate and head for Port-on-Rage, which is just to the southeast.

SHOPS

CHAMPION (WEAPONS)

ITEM	COST
Iron Bracers	600
Power Bracers	700
Fire Bolt	850
Long Sword	800
Glaidus	900
Blood Sword	1,000
Hammer	600
Straw	800
Love Straw	1,200

PHALANX (ARMOR)

ITEM	COST
Soft Leather	400
Hard Leather	500
Chain Mail	600
Cloak	800
Amber Cloak	1,000
Robe	200
Bloody Robe	940
Leather Helm	140
Iron Helm	220
Armet Helm	300
Beret	350
Straw Hat	240
Ribbon	400

RED PEPPER (GROC

ITEM	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	60
Parsley	40
Mint	40
Tuna	80
Whipped Cream	80
Lettuce	60
Ham	60
Hamburger Patty	120
Pickles	40
Cheese	50
Hot Dog Bun	80
Sausage	60
Cabbage	60

GET READY (TOOLS

ITEM	COST
Apple Gel	100
Orange Gel	200
Mixberry Gel	500
Life Bottle	300
Panacea Bottle	350
Holy Bottle	700
Black Bottle	900
Magic Lens	10
Cape	100
Leather Cape	400
Leather Boots	400

DREAMING TRAVELE (INN)

ITEM	COST
Rest	100

UP[illegible]TED STOCK

The local shops have received new stock! Visit them all and remember to restock on the essentials before hitting the road.

THE 28TH WONDER BAKER

Stop in the local weapon/armor shop and look for a spinning platter sitting between the two shops. Examine it to find Mimi! The party receives the recipe for Hot Dogs.



PORT-ON-RAGE

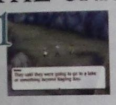


Watch events unfold and then explore the docks. Speak to Nash, the man with the boat, when the party is ready to depart.



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THE CRAGS



The party ends up on a stony beach. Take advantage of the save point next to the boats. This is the last chance to save for a bit.



The party encounters a friendly face looking for an escort.



Take advantage of the health point and save point in this area. Senel should be approximately Level 11 and able to combine eres to create the Writhing Demon compound eres (Geyser Slam + Shadow Rush + Third Eres). Save the game before leaving the area. A boss is near.

ENEMIES





This is an unusual battle. The boss sits in water over the edge of a cliff, so the party must stay on the ledge to its left. This is a fairly simple fight, but the boss is strong and can punish Senel at close range. Get Senel close to the boss while Norma sits back and attacks. The safest time for Senel to attack is when the boss curls into a ball before unleashing an attack. Otherwise, it fends off Senel with a biting attack that's very damaging and hard to block. Unleash a chain of triple hits followed by an eres while the boss is curled up and vulnerable.



Senel should attack when the enemy is curled up and vulnerable.



Climax Mode makes it easy to finish the boss off.

The Dinogorgon's water attacks can knock Senel backward, but they're fairly easy to guard against. Hit ⓑ when the boss begins to uncurl. A special guard can even prevent the knockback effect (though it isn't necessary). Use Climax Mode if it's available to make the battle easier. Activate it when the boss is at about half dead and the party may be able to finish the enemy off before Climax Mode ends.

ORESOREN VILLAGE



It's a short hike from the Crags to the Oresoren Village. Actually it's a small dock with a raft, but it acts as transportation to the village. Speak to the Oresoren next to the raft when ready to depart.



Leave the dock and head up the road to the village. There's a brief encounter on Map 3. Follow the others up the hill and enter the building at the top.



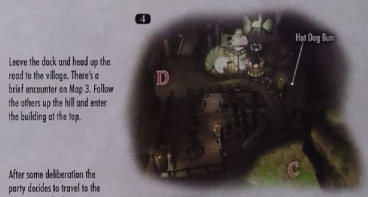
The Oresoren ask the party to come to Quppo's home at the back of the village. Take a right at the fork in the road to find it.



After some deliberation the party decides to travel to the Waterways. Check everyone's gear when the party regroups and leave through the northwest exit when ready to go.





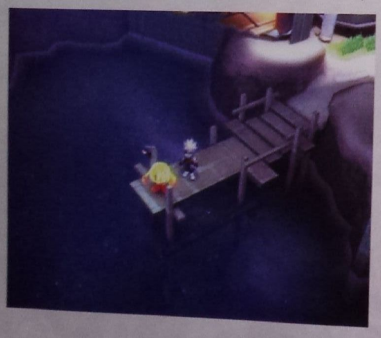


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THE 28TH WONDER BAKER

Check the small wooden dock on the left side of the main drag to find a large spinning Pac-Man. It's Mimi! She rewards the party with the Bagel with Lox recipe.



SHOPS

MARSHAL WEAPONS (WEAPONS)

ITEM	COST
Fire Bolt	850
Scallop Gear	1,300
Broad Sword	1,000
Dressers Hammer	1,200

FUZZY SHOP (ARMOR)

ITEM	COST
Ring Mail	800
Lamellar Leather	1,200
Amber Cloak	1,000
Firespit Cloak	1,200
Bloody Robe	940
Battle Robe	1,100
Armet Helm	300
Cross Helm	350
Straw Hat	240
Night Cap	320
Ribbon	400
Blue Ribbon	440

SCALLOP KITCHEN (GROCERY)

ITEM	COST
Butter	30
Strawberry	100
Tomato	70
Scallop	120
Pineapple	180
Cod	100
Bagel	60
Cream Cheese	50
Salmon	120
Noodles	120
Onion	80
Pork	170
Sauce	40
Mustard	50
Baking Set	200
Skim Milk	60
Red Bean Paste	70
Apple	80
Banana	160
Mushroom	120
Carrot	80
Shrimp	140
Squid	100

NAPTIME (TOOLS)

ITEM	COST
Apple Gel	100
Orange Gel	200
Scallop Gel	600
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Diesel Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Cape	100
Leather Cape	400
Black Onyx	25,000
Moon Crystal	25,000

IDLE INN (INN)

ITEM	COST
Rest	FREE

TREASURED RECIPE



Check the top floor of Quppo's House to find a large treasure chest. It contains the Butter Roll Recipe.

THE WATERWAYS

PATH TO THE WATERWAYS

The road to the Waterways is very long and dangerous, but the party should be fully rested and ready for the challenge. Chloe and Will rejoin the party. Check them out carefully. They're sure to need equipment upgrades and may even have new techniques to master. Consider spending some time working on Chloe's eres if needed, and stay near the village to fight until she's maxed out and the party should easily gain a level or two.

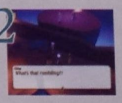
Don't miss the chest on the triangular island to the east. Look for a bridge that connects the island to the larger island to the west.







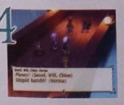
1 There's a bit of storyline that takes place upon reaching the Waterways. The party ends up inside the ruins after the event. There are two paths ahead, but one is blocked by water. Follow the clear path into the ruins to reach Map 3.



2 The party is caught and forced through the Waterways at this location. They eventually come to rest on Map 6.



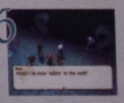
3 Sensei and Chloe are alone momentarily, but Will and Norma show up on the next screen. Use the save point and health point just ahead. The Waterways may seem a little confusing, but there's a very simple path to the Puzzle Booth on Map 7. Explore everywhere. Treasures can be found at nearly every dead end.



4 There's a brief encounter just before the Puzzle Booth. The Puzzle Booth leads the party to the Duct on Map 10.



5 Turn south at the first intersection to backtrack onto the previous map and collect the last treasure there. Return to the previous screen and follow the snake-like path all the way back to Map 2 and the Waterways' entrance.



6 There's a story event next to the health point and save point on Map 9. Take a moment to rest and save before continuing. A boss is not far off.

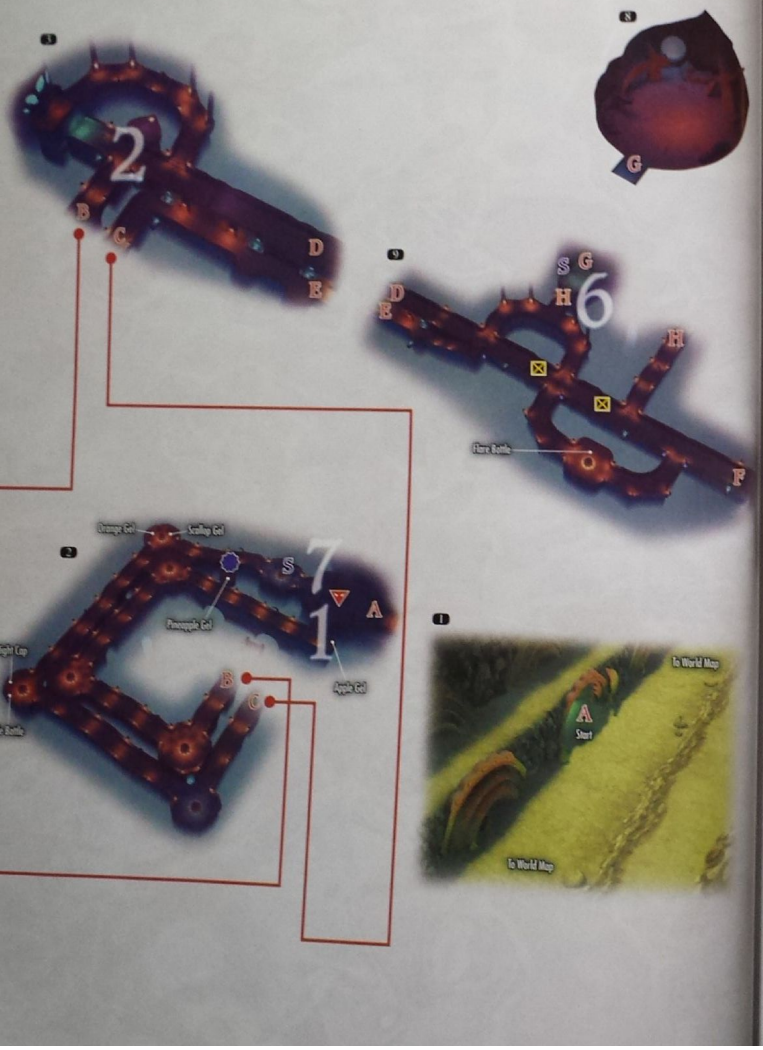


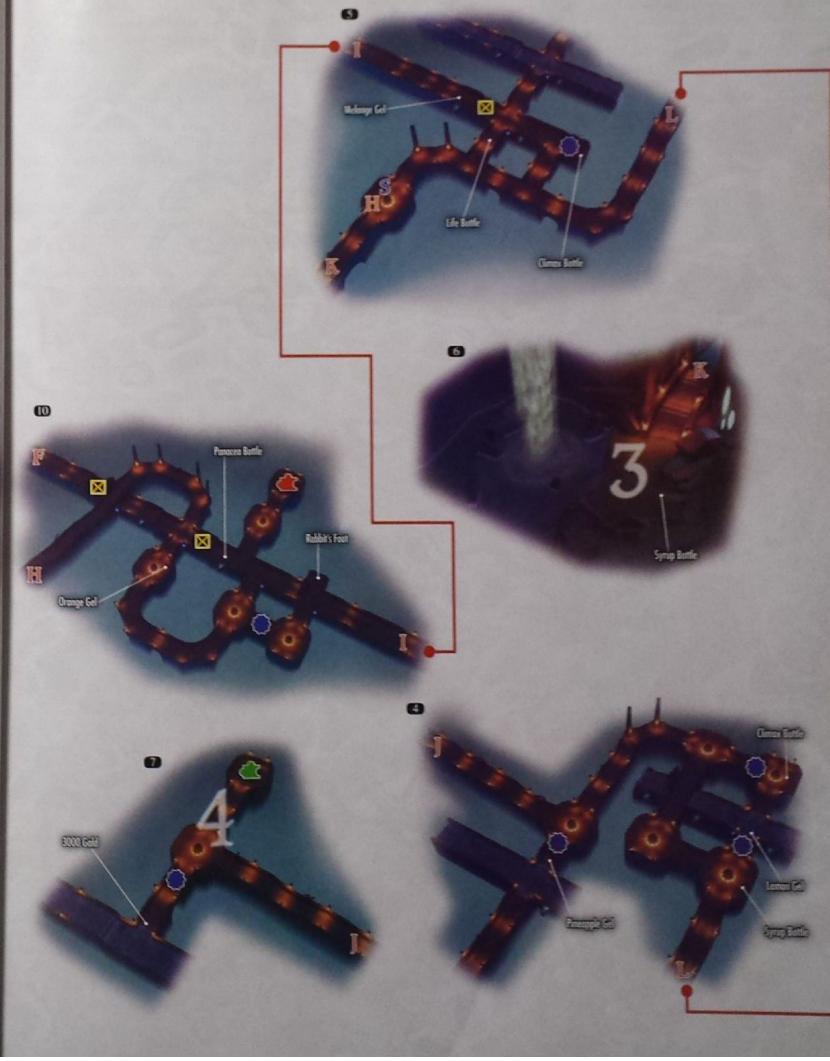
7 Moses joins the party. It's time to find the Ruins of Frozen Light. Use the north exit to leave the Waterways.

ENEMIES



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JUST OUT OF REACH

FIRE & LIGHTNING

It's best to deactivate Norma's Fire Wall and Will's Fire Ball eres. Flame Ere and Burning Lizards are resistant to them, so at least deactivate the techniques when these enemies are present. It's also wise to turn off Will's Lightning Eres. The hulking Slash Megants are resistant to Lightning elements.



PUZZLE BOOTH SOLUTION



Three switches must be shot in order to unlock the Duct in the right corner. There are no blocks to move. The solution is all about finding the right angle to shoot the switches.



Step 1: Stand in spot A and shoot switch 1 by aiming down/right.

Step 2: Remain in spot A and aim straight up at the reflector in the corner. Shoot it and the light ball bounces into switch 2.

Step 3: Go down the stairs and circle around the room to the closed Duct. Stand in spot B and aim down/left to blast the final switch, which should be off screen at the moment.





The Citadel Turtle's tough shell provides a strong defense, but the creature is slow and vulnerable to being surrounded. Catch it between Senel and Chloe and go nuts. Attack it relentlessly until the enemy's health has dropped to about half. Engage Climax Mode and order Chloe to use eres techniques as Senel launches punch combos followed by an eres attack. Keep a close eye on the Climax Gauge and finish Climax Mode with a Climax Combo before the gauge runs out. The Citadel Turtle can really punish Senel and Chloe with its close range attacks. Back off (or special guard) when a red exclamation point appears over its body to avoid its steam release. Also back off and order Will to heal when things get rough.



Surround the boss with Senel and Chloe. Back off to avoid its steam blasts.

A Fateful Encounter

GREAT HOLLOW

PATH TO RUINS OF FROZEN LIGHT & GREAT HOLLOW

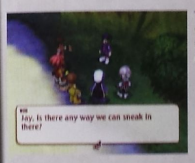
The road ahead is long and twisting. Moses can now be added to the party. He's a solid character, but has trouble with short enemies. His spears tend to fly over their heads more often than not. Unfortunately, the path to the Ruins of Frozen Light is littered with short enemies. Feel free to add him to the party, he can take Norma's place very easily, but leave Senel or Chloe as the leader. The CPU does a fair job compensating for Moses' targeting issues.



The party faces a long hike once again. Look for Pain Eryngi along the route. Will is likely in need of 193 Eryngi Sculptures for his Recover Eres Scroll. Norma should need 63 of them for her Ice Wall Eres Scroll. Stick around until both Crystal Eres have been learned.



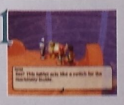
The valley is home to Egg Bear Cubs, which are a very uncommon creature. Hang out and gather some Egg Bear Cub Sculptures while working on the party's techniques.



The party can't enter the ruins, so they're forced to travel to Great Hollow. Use the west exit to leave the Ruins of Frozen Light.



The path to Great Hollow might be a bit confusing. A series of rocky plateaus acts like a maze. Stay in the middle. The path makes a hard left around a lake and squeezes through a narrow valley. There's one chest along the way that contains an Apple Gel.



Norma introduces "dewstone tablets". Examine the glowing tablet to enter Great Hollow. There are similar elevators throughout Great Hollow, but they aren't marked in this manner.



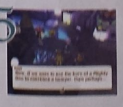
Examine the elevator to reach Map 3.



Examine the second elevator to reach Map 4.



Enter Poppo's Workshop in the center of Map 5.



The party must find a Grand Goat's horn in the bone pile outside. Take a moment to save in Poppo's Workshop, then return to the bones ready to fight.



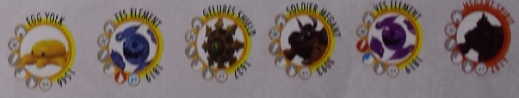
Reenter the workshop after acquiring the Grand Goat's horn. Speak to Jay in the morning to depart.

SHOPS

BURSTING PEDDLER (GENERAL STORE)

ITEM	COST
Apple Gel	100
Orange Gel	200
Soothe Gel	600
Life Bottle	300
Panacea Bottle	150
Holy Bottle	200
Bird Bottle	500
Rune Bottle	3,000
Magic Cure	50
Leather Coat	400
Healing Soil	500
Egg	50
Bear Milk	60
Red Bean Paste	70

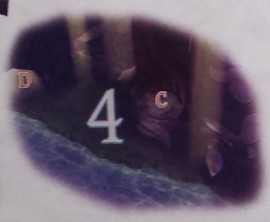
ENEMIES

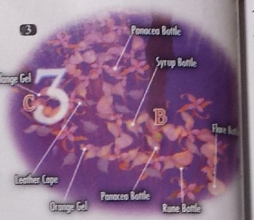


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ELEMENTS

Elements are very dangerous enemies. They use strong crystal eres that can strike multiple party members and cause significant damage. Single them out and eliminate them quickly.

THE 28TH WONDER BAKER



Look for a large, orange cone to the party's right after the meeting with Poppo. It's Mimi! The party receives the recipe for Red Bean Buns.



The Grand Goat is a powerful foe with some devastating attacks at its disposal. Keep a close eye on it and block whenever an exclamation point appears over its head. Most of the attacks take a moment to trigger, so there's plenty of time to block. Its Hammer of the Overlord attack is the most devastating. It can knock the party flat (or stun them temporarily) while causing major damage. Try to keep the boss between Chloe and Senel, so they aren't hit simultaneously. The boss has a spinning attack that can strike both sides, but it isn't as dangerous as the Hammer of the Overlord. Just block the attack and the damage caused is negligible. Use Climax Blade when half of the boss' health has been drained, or at the very start to go for the quick finish and don't forget the Climax Combo at the end.



Be prepared to block at any moment. Defense is important.



Keep the boss between Senel and Chloe, but beware of the boss' spinning attack.

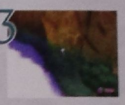
RUINS OF FROZEN LIGHT



The party enters at this point. Take a moment to turn off any Fire eres such as Fire Wall and Fire Ball. It's the only element that enemies resist in this ruin.



There's a short event upon entering Map 2. The party moves ahead to Map 3 automatically.



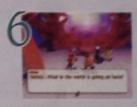
Examine the flame shaped stone to reenter the ruins. This presents an opportunity for a trip to town, but the party should be well rested from visiting Poppo.



There are three exits from this area. D and F are dead ends. Use E instead. Check the east halls first. There are several chests to be found.



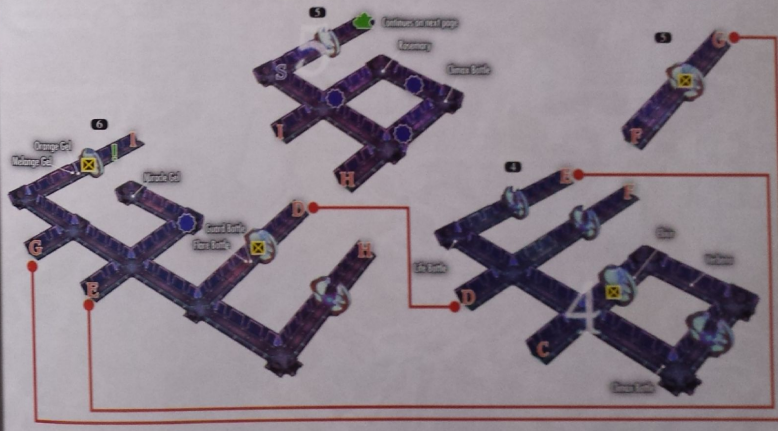
A wall stands between the party and the Puzzle Booth. A console in hall I creates and opening in the wall. The Puzzle Booth carries the party close to the boss. Save before entering.



Enter the final room in the ruins. The party engages a powerful enemy that's unbeatable for now. Save the party's items for later when it counts.

ENEMIES











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PUZZLE BOOTH SOLUTION



This Puzzle Booth is more challenging than the last. The party must move blocks to change the path and find the best angle to shoot the three switches scattered around the room.



Step 4: Place block 5 in spot E.

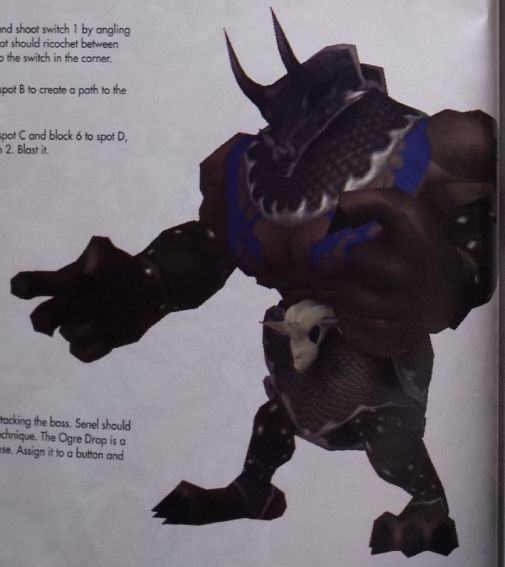
Step 5: Go up the stairs and stand on the raised p next to switch 2. Aim down/right and shoot switc



Step 1: Stand at spot A and shoot switch 1 by angling straight to the left. The shot should ricochet between the two reflectors and into the switch in the corner.

Step 2: Move block 4 to spot B to create a path to the stairs in the top corner.

Step 3: Move block 5 to spot C and block 6 to spot D, so Senel can reach switch 2. Blast it.



OGRE DROP

Take a moment to create a Compound Eres before attacking the boss. Senel should combine Ground Slam, Dragon Blast, and another technique. The Ogre Drop is a great way to topple Megants, but very expensive to use. Assign it to a button and use it sparingly during the upcoming battle.



The Gigant is a muscle-bound giant with powerful attacks. Fortunately, Senel has a bit of an advantage in this battle assuming he's been advancing well and mastering techniques. Equip Senel with the Impact and Ogre Drop techniques. Knock the Gigant down with Impact and then follow up with Ogre Drop before the giant can get back up. Impact Coil also works, but it costs more TP to use. Surround the boss, so it's only striking one character at a time. Its blows are powerful and shouldn't be underestimated. Keep a close eye on Chloe and Moses throughout the battle to ensure they aren't knocked out. Unleash Climax Mode and a Climax Combo at any point in the fight.



Knock the Gigant down with Impact or Impact Coil...

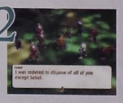


...then slam the boss into the ground with Ogre Drop.

FOREST OF NO RETURN



1 The Forest of No Return is a complex maze with twisting paths that loop back and forth. The proper path through the forest is B, C, D, F, G, H, I, J, M, O, P, T, U, V, W. Stay alert! There are many treasures scattered about. Don't miss out on the save point and health point at the north end of Map 1.



2 The party is forced to flee at this point. They stop running on Map 3 C.



3 There's a Wandering Peddler on Map 4. Restock if necessary.



4 Upon leaving Map 5 the party is chased through Map 6 and 7 to Map 8 I.



5 The save point on Map 13 marks the end of the forest. Save before exiting the map. A boss is just ahead. Continue north after the boss fight to exit the forest.

SHOPS

WANDERING PEDDLER

ITEM	COST
Herb Gel	100
Orange Gel	200
Mellange Gel	600
Life Bottle	300
Precious Bottle	1,500
Holy Bottle	200
Dark Bottle	500
Rune Bottle	3,000
Magic Lens	50
Leather Cape	400

MAZE MASTER MOSES

Moses knows the Forest of No Return like the back of his hand. He offers to help the party through the forest should they wander aimlessly for too long. Don't accept, or Senel loses the opportunity to gain the "Forest Guru" Title, which is awarded when the party leaves the forest.

SANDMAN HURL

Have Senel combine Stone Crush and Coil (if available) with a third eres to create the Sandman Hurl, a Compound Eres that's effective against Hill Anglers. Assign it and Impact to buttons before the boss fight.

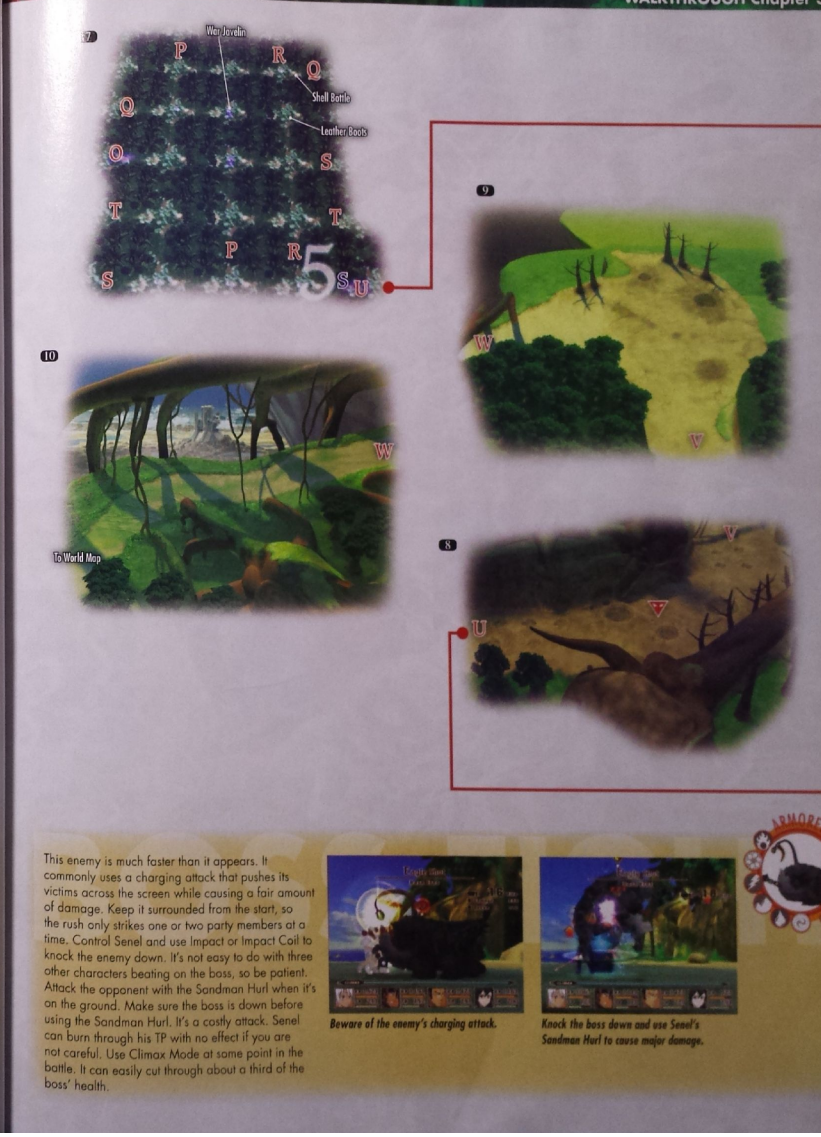
NOTE: The easiest way to keep from getting lost is to follow the blue butterflies. There are always two of them next to the correct path.

ENEMIES



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This enemy is much faster than it appears. It commonly uses a charging attack that pushes its victims across the screen while causing a fair amount of damage. Keep it surrounded from the start, so the rush only strikes one or two party members at a time. Control Senel and use Impact or Impact Coil to knock the enemy down. It's not easy to do with three other characters beating on the boss, so be patient. Attack the opponent with the Sandman Hurl when it's on the ground. Make sure the boss is down before using the Sandman Hurl. It's a costly attack. Senel can burn through his TP with no effect if you are not careful. Use Climax Mode at some point in the battle. It can easily cut through about a third of the boss' health.

Beware of the enemy's charging attack.

Knock the boss down and use Senel's Sandman Hurl to cause major damage.

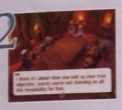
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THE WAR-TORN LAN

MAURITS' HERMITAGE



Enter the base and follow the walkway to the building in the center.



There are several story events along the way. Senel eventually appears at the "inn" alone. Exit the building to trigger another event.



Save in the morning and [illegible] to leave. There's one more [illegible] before the party leaves [illegible]. Head out through the south exit. The northeast exit is currently blocked.

PATH TO MAURITS' HERMITAGE

Take Moses out of the party and replace him with Norma. She is a much better choice in this area. Eggtopus-type enemies are abundant along the road to Maurits' Hermitage. Also turn off any Fire-based techniques like Fire Wall or Fire Ball. The Burning Eryngis in this area are resistant to such attacks.







The narrow path through the woods leads to shallow water. Cross the shoal to reach the area to the west.

Two chests are found along the path to Maurits' Hermitage. The first is hidden near the southern tip of the continent. Cross the shoal and head west to find it. The second is just west of Maurits' Hermitage along the shoreline.







SHOPS

EAGER PEDDLER

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Life Bottle	300
Panacea Bottle	150
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Heavy Hands	1,500
Holy Bracers	3,000
Claymore	2,400
War Javelin	1,300
Pile Driver	2,000
Love Straw	1,200
Silver Straw	1,800
Silver Mail	2,000
Golf Cloak	2,000
Scale Robe	1,800
Duel Helm	800
Striped Ribbon	700
Thief's Cape	3,000





THE [illegible] WONDER BAKER



Look for a spinning Christmas tree on the right side of Map 2. It's Mimi! The party learns the recipe for Cream Doughnuts.

EAGER PEDDLER



Don't miss the Eager Peddler on the east side of the base. He has new equipment the party can definitely use on their next quest. Reequip everyone for the journey ahead.

PARTY ORDER

Will ends up in reserve due to the order in which the party regrouped. Move him back into the party and place Moses in reserve. Will's First Aid is essential.

MAN-EATING RUINS

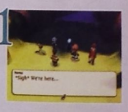
PATH TO MAN-EATING RUINS

The path to the Man-Eating Ruins is a serpentine course through the mountains and across an enormous sandbar. The enemies in this area don't change until the party enters the valley leading to the sandbar.

Pipip and Pipip Chicks that roam the sandbar are resistant to Ice. Turn off Ice Arrows and Ice Wall right away. Fire is especially effective, so it's preferable to limit Will to Fire Ball and Norma to Fire Wall temporarily.

Check Norma's eres before entering the ruins. She may need a few Peepit Sculptures to learn Silence. This is a decent area to collect them.





The first part of the dungeon is very straightforward. Follow the path to Map 4.



There are many chests and Chaotic Zones in this area, but one chest in particular can't be missed. Collect the Stone Charm and equip Senel with it immediately. It comes in handy very soon.



The Puzzle Booth at the top of Map 4 leads to the boss. Save here before entering the Duc

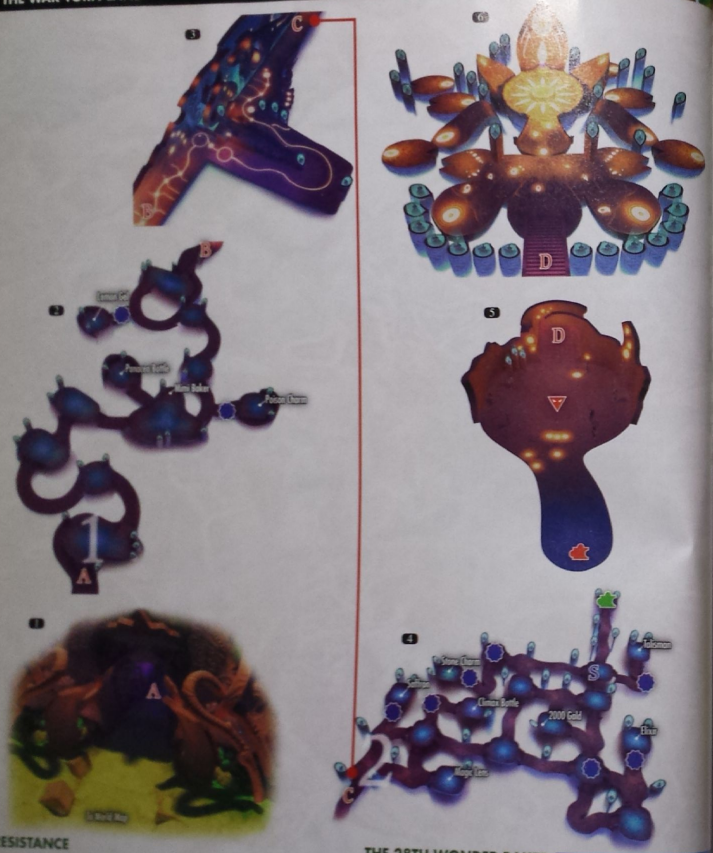


Continue into the ruin after defeating the boss to find the Whisper Crystal and meet Grune. Return to the ruin's entrance and travel back to Maurits' Hermitage.

ENEMIES



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RESISTANCE

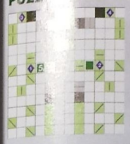
This is one of the trickier dungeons when it comes to resistances. Fire, Ice, and Sea are all resisted by some of the inhabitants. It's best to turn off Ice Wall, Fire Wall, Fire Ball, and Ice Arrows, but only when necessary. Keep them on when possible because any creature that's resistant to Ice has a weakness to Fire and vice versa. Check the enemy party at the start of battle before turning anything on or off.

THE 28TH WONDER BAKER

Look for a large, spinning cake near the center of Map 2. It's Mimi! She rewards the party with the Pizza recipe.



PUZZLE BOOTH SOLUTION



This Puzzle Booth is a complex web of reflectors with four switches. The party must find the ideal locations at which to use the Sorcerer's Ring.



Step 1: Stand at point a and aim up/left at the reflector on the back wall. The ball of light ricochets into switch 1.

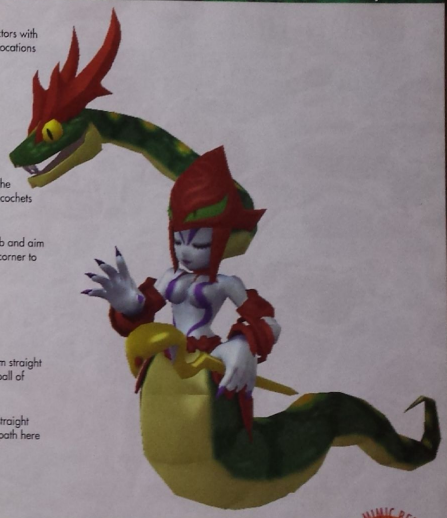
Step 2: Reverse the first step. Stand at point b and aim down/right at the reflector near the bottom corner to hit switch 2.



Step 3: Move block 5 to point c.

Step 4: Climb up the stairs to point d and aim straight to the left. Shoot the reflector to bounce the ball of light into switch 3.

Step 5: Move one block to point e and aim straight down. The ball of light bounces in a similar path here to strike the switch 4.



The best way to win this battle is to come prepared. The strongest party consists of Senel, Will, Moses, and Norma. One of the two bosses uses a yellow FOE (field of effect) and the other can turn characters to stone. Keeping Chloe on the sidelines allows Senel to go into the battle fully protected from both effects by equipping the Stone Charm and the FOE1 Charm. Will, Moses, and Norma can all attack from a safe distance and are unlikely to take much damage throughout the fight.

Send Senel in close and keep him between the enemies and the rest of the party. Pin the bosses into the far right wall if possible, so Senel can hit them both simultaneously. Activate Climax Mode as soon as Senel strikes both enemies simultaneously for the first time. It's best to focus on eliminating the Diva first. Its attacks are far more damaging than the Mimic Bed's attacks.



Equip Senel with the Stone and FOE Charms, so he's fully protected from status effects.



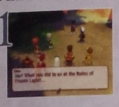
Trap the bosses together and unleash Climax Mode.



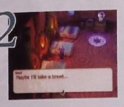


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HERMIT HILL

1 

Return to the base and enter the main building.

2 

Go downstairs after the story event. Use one of the beds after saving.

3 

Travel up the east path to [illegible] Hill. Defeat five enemy [illegible]

4 

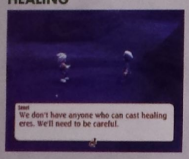
Defeat five more enemy groups. Leave the hermitage in the morning.

ENEMIES





HEALING



Neither Senel nor Chloe can restore lost HP, so be cautious in battle. There's no reason to go deep into Hermit Hill. Stay near the health point and the party can fully recover after each battle.

HELPFUL CHARM

Status effects are common in this area. Equip Senel or Chloe with the Poison Charm to prevent at least one of the two from being poisoned. Negative statuses can also be removed by hitting the health point near the entrance.

THUNDER ARROW

Norma has been sitting on her Thunder Arrow spell for some time due to a l[ack] of Dandarantula. Hermit Hill is crawling with them. With a little luck, the part[y] might be able to collect enough Dandarantula Sculptures for Norma to learn [the] technique. Unfortunately the party only gets ten chances before the event end[s] Hermit Hill is blocked off once again.



FRONT LINES

PATH TO FRONT LINES



Follow the road north. A chest can be found a little north of where the road ends. Front Lines is found to the east of the chest on the opposite side of the mountain.



Take Moses out of the party for this trip. The area around Front Lines is home to the short Meringue, an Eggtopus. Moses is able to hit the creatures from outside of their red FOE, but has trouble targeting them.

Enter Front Lines fully prepared. The party can't leave the area once they enter.

1 

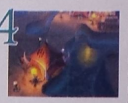
The allied camp is a place to save and rest if needed. There's also a shop, but it's exactly the same as the one at Maurits' Hermitage.

2 

Map 2 is simple. There's one soldier at the north end that paces back and forth. Clear the right side of treasures, then go up the left side. Wait for the soldier to walk to the right and slip past him.

3 

Two soldiers patrol Map 3. Wait for the first soldier to walk up the left path before the party runs up the right side. The second soldier is a bit trickier. There are two chests in the camp to the left and only one way in or out. Wait for the soldier to walk north and run into the camp. Empty the chests and stand as far to the right as possible. The soldier won't spot the party when he passes through. Follow him out, keeping distance, and then wait for him to return to the camp before going north.

4 

There are two soldiers on Map 4 and they are close together. There are two chests at the right end of the first soldier's patrol area. Wait for him to stop at the junction. Dart past the soldier as he turns to face north. Empty the chest and rush back to safety before he returns. Continue on after the soldier returns to the right side. The second soldier is just behind the tent. Stand behind the tent on the right side and the soldier won't spot the party. Clear the chests on the right path, and then return to the hiding spot. Leave the map when the soldier goes back to the right.

5 

Map 5 is home to three soldiers. The first patrols in a clockwise pattern around a small pit. There's a second soldier on the left side of his path. Getting the chest near the second soldier is tricky. Rush ahead upon entering the map to find the two guards side-by-side. Wait for them both to head north. Dash in, grab the chest here, and get out. Wait near the start for the first soldier to pass again, then run up the right side. Get to the left as the third soldier passes. Now, stand to the left of the torch and wait for the third soldier to come back down. Slip between the torch and barricade to get to the chests to the north. Come back and move through the gap again to reach the north exit.

6 

There are only two soldiers on Map 6. The first soldier should be heading to the left when spotted. Clear the chest at the right end of his patrol path. Get back to the south below the blue chest and wait for the soldier to go back to the right. Run to the blue chest and get back to the southern area again before the solider returns. Wait for the first soldier to return to the left side. Run up through the middle and to the Silver Sword chest on the northwest side. Come back to the center and stay on the left. Wait for the first soldier to move to the right. The party can slip behind him and stand near the first blue chest until the second soldier has passed and the right path is clear.

7 

There' very little room to get around the first soldier on Map 7. Wait for the soldier to stop on the left. Run past him while he's looking west. Take a moment to save in the center. The last two guards are tricky. Stay a few steps behind the soldier that strolls near the save point. Step at the barricade on the right above the tent. The third soldier comes down to this area. Slip past him while he's standing near the barricade and looking east. It's a short distance to the map's exit and the boss.

ENEMIES



SHOPS

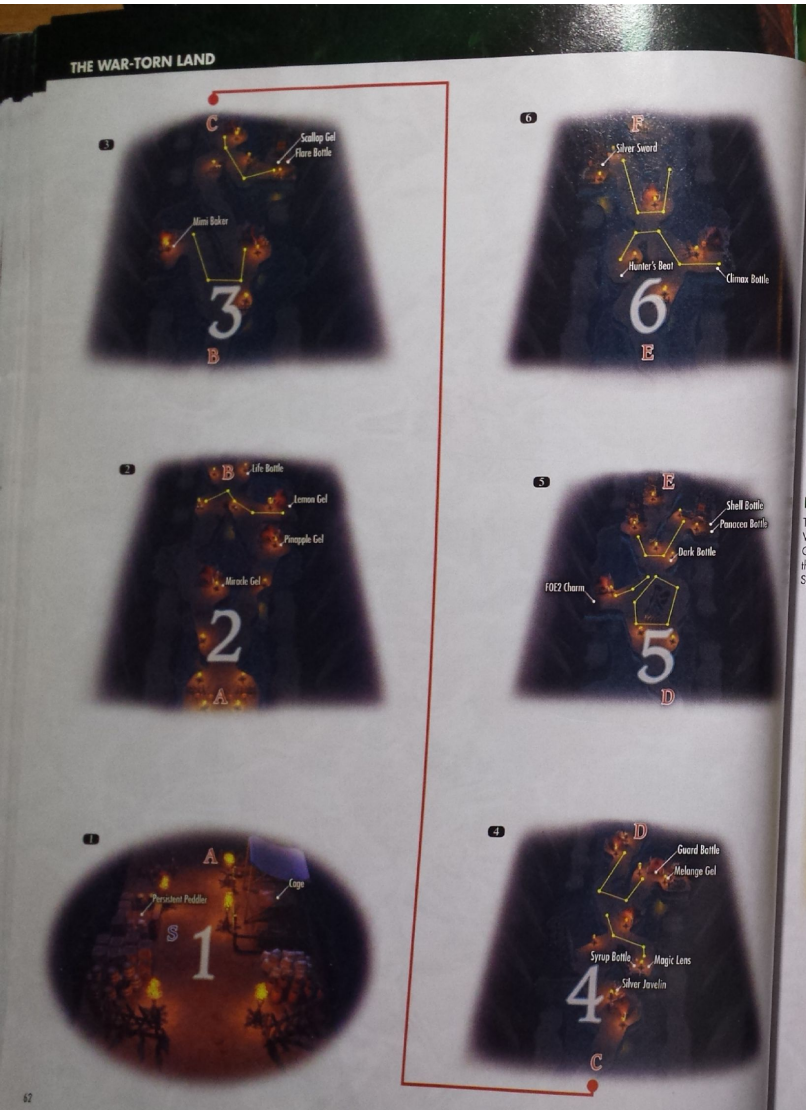
PERSISTENT PEDDLER

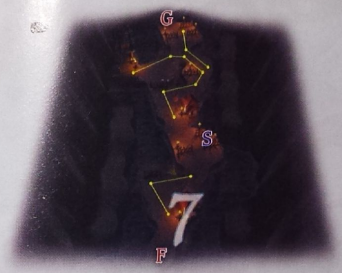
ITEM	COST
Apple Gel	100
Orange Gel	200
Meringue Gel	500
Life Bottle	300
Mystical Bottle	150
Holy Bottle	200
Book Bottle	250
Rune Bottle	3,000
Magic Lens	50
Heavy Hands	1,500
Body Balance	1,800
Charmore	2,400
War Shield	2,900
Pile Driver	2,000
Steel Shield	2,900
Silver Screw	2,800
Silver Bolt	2,900
Gulf Cloak	2,000
Battle Robe	2,900
Dual Helm	800
Shield Ribbon	700
Thief's Cape	3,000

CAGE (INN)

ITEM	COST
Rest	Free

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STEALTH COUNTS

This scene is all about stealth. The party must break through each map without being seen.2 soldiers are fairly nearsighted, but avoid getting close. The party is forced into battle and the map resets if they're spotted.

PREPARING FOR BATTLE

The next boss is a Megant with a weakness to Sea eres. Get Senel, Chloe, and Will ready for the boss before leaving Map 7. Equip Senel with the Ogre Drop Compound Eres (Ground Slam + Dragon Blast + another eres). Equip Chloe with the Silver Sword found in this area. Turn all of Will's offensive eres off except for Spread if possible.

THE 28TH WONDER BAKER



Look for a round table at the left camp on Map 3. It's Mimi! She rewards the party with the Chocolate Cornet recipe.

This is by far the toughest challenge the party has faced. The enemy is extremely tough and has a dashing attack that strikes everyone. Come prepared as mentioned previously. Senel's Ogre Drop is very effective, but getting the boss on its back is tricky. Chloe's Ram Strike can help. Assign it to a shoulder button and call for it without attacking, so Senel's attack doesn't negate the knockdown effect. Norma and Will stay very busy healing during this fight. Keep a close eye on everyone and use items to heal if necessary. Use Climax Mode early and finish with a Climax Combo. The boss always ends up on its back after the Climax Combo, so follow up with an Ogre Drop.



Knock the boss down and attack with Senel's Ogre Drop.



Use Climax Mode once again and remember to follow up.

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BRIDGE PLAIN



The party begins at the ally camp. There's a shop and an inn. Come back at any time to rest or purchase items. All map events reset when the base camp is visited, so it's best to heal by finding Mercenary Medics and other allies along the way. The safest path to the second half of Bridge Plain is 1, 3, 5, 6, 7, 8, 13, and 17.



The second half of Bridge Plain begins after Map 17. At this point the ally camp moves forward to take the place of Map 17, so there's no going back to Maps 1–17. The easiest path to the boss is 18, 19, 20, 21, 24, 25, 29, 32, 37, and 38. Feel free to explore the entire area, but make sure to stop on Map 25 to fully recover before facing the boss. In fact, the party can clear Maps 29, 32, and 37 before visiting Map 25 to ensure everyone is in tip-top condition.



Jay joins the party after the boss fight.

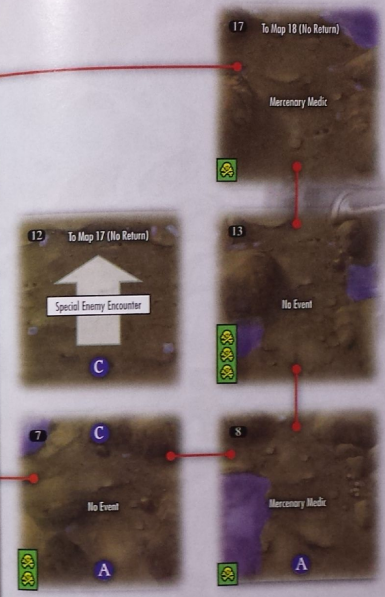
NOTE: The order of areas in the Bridge Plain is randomly generated. The order shown here is just one example.





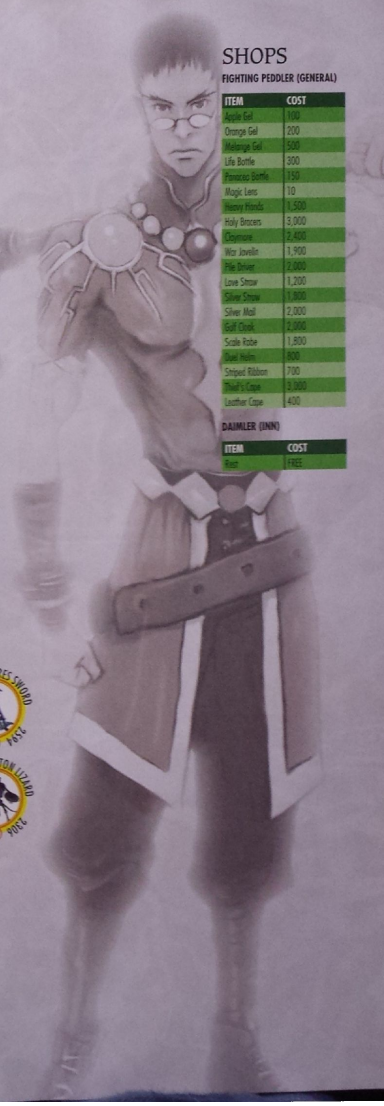
MAP LEGEND

- A = Signifies camp connections
- M = Signifies a one-way connection
- = One way only
- = Threat level Indicator



ENEMIES





SHOPS

FIGHTING PEDDLER (GENERAL)

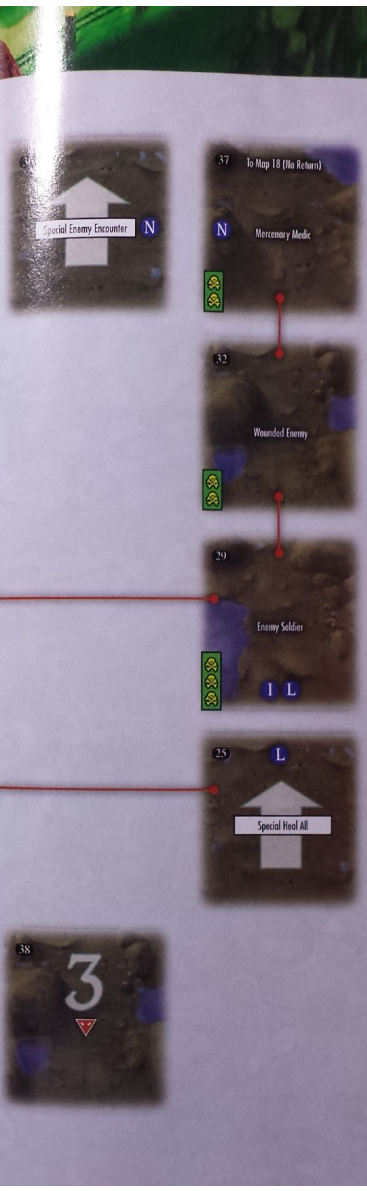
ITEM	COST
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Orange Gel	200
Mélange Gel	500
Life Bottle	300
Panacea Bottle	750
Magic Lens	10
Heavy Hands	3,500
Holy Bracers	3,000
Claymore	2,400
War Javelin	1,900
Pile Driver	2,000
Love Straw	1,200
Silver Straw	1,800
Silver Mail	2,000
Gulf Cloak	2,000
Scale Robe	1,800
Steel Helm	800
Striped Ribbon	700
Thief's Cape	3,000
Leather Cape	400

DAIMLER (INN)

ITEM	COST
Rest	FREE

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CONQUERING THE BRIDGE PLAIN

The Bridge Plain is a completely unique area. The area is composed of 38 small maps, most of which have more than one exit. Up to three separate events can occur on each map. As the party enters each map there's a chance for a random enemy/ally encounter and a trap. Some maps also contain planned encounters that always occur. The odds for random events are based on the maps threat level. The higher the threat level, the more likely the party may encounter enemies and traps. Low threat level maps usually lead to an encounter with an ally or no event.

THREAT LEVEL & EVENT ODDS

THREAT	BATTLE (GROUPS)	ALLIES	NO EVENT	TRAPS
	—	75%	25%	—
	25% (x1–2)	50%	25%	10%
	50% (x1–3)	25%	25%	20%
	75% (x2–3)	0%	25%	30%
	100% (x3)	—	—	40%

Random encounters with allies can result in one of four events:

- *Mercenary (man) restores the party's HP
- *Mercenary (woman) gives the party an Apple Gel
- *Radiant (man) restores the party's TP
- *Radiant (woman) gives the party an Orange Gel

There are two kinds of traps: exploding and poison needle. Traps are very uncommon, but can't be seen or avoided. Poison needle traps always poison the character that speaks when the trap is triggered. Will can easily heal a victim of one of these effects. Exploding traps have one random effect from the following options:

- *Entire party's HP is halved (characters with 1 HP remaining aren't effected)
- *Speaking character loses all but 1 HP.
- *Party loses 100, 200 or 300 Gold

There are planned events on most maps that occur in addition to any random events. Basic planned events drop an NPC(s) onto the map, which can be interacted with if so desired. These events include:

- *Enemy Soldier: Defeat the solider to earn a Panacea Bottle, Magic Lens or Life Bottle.
- *Battle: Defeat the enemies to earn an Apple Gel, Panacea Bottle or Orange Gel.
- *Mercenary Medic: Restores the party's HP when engaged.
- *Wounded Enemy: Runs off when talked to and drops Gold.
- *Wounded Radiant: Restores the party's TP when engaged.

Certain planned events (planned event icon) occur automatically as the party enters a map. The party is then forced to the next map upon the event's conclusion. These events include:

- *Oresoren: The party is fully healed by a lone Oresoren.
- *Enemy Encounter: The party faces a single enemy group. (Enemies faced in these battles are unique)
- *Oresoren Battle: Enemy groups are attacking an Oresoren. Three battles occur. The party receives a Life Bottle after the third battle.

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The Dragon is a powerful enemy, but the strategy for this battle is fairly simple. Make sure the casters, Will and Normo, are limited to Ice eres. Will's Ice Arrows or Freeze Lancer and Normo's Ice Wall are ideal. Ensure that all Fire eres are shut off, since the Dragon is resistant to the Fire element. Sene!, Mosen, and Chloe are vulnerable. Mosen has a bit of an advantage, since he can sit back and not get hit. However, Chloe is more effective during Climax Mode, since she can attack much faster. Keep the boss surrounded with Sene! and Chloe. Its biting attack is powerful, so keeping the party separated reduces the enemy's effectiveness and limits the need for healing. Use Climax Mode at the start, or near the end to finish the beast off. It really doesn't matter. Just don't forget to finish with a Climax Combo.



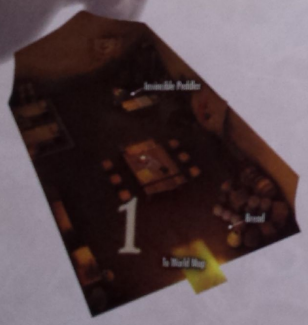
Use Ice eres to punish the Dragon.



Keep the boss surrounded so it attacks one character at a time.

TRIAGE TENTS

1



SHOPS

INVINCIBLE PEDDLER (GENERAL)

ITEM	COST
Apple Gel	100
Orange Gel	200
Mixberry Gel	500
Life Bottle	300
Precious Bottle	150
Flame Bottle	1,000
Frying Bottle	1,000
Shell Bottle	1,000
Blast Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Magic Lens	10
Mirror Shield	1,500
Holy Bracers	3,000
Chainmail	2,400
War Jewelry	1,900
Pile Driver	2,000
Lone Straw	1,200
Silver Throw	1,800
Silver Mail	2,000
Golf Clubs	1,000
Sickle Ridge	1,800
Steel Helm	800
Striped Ribbon	700

NO SA[VE] POINT

There's no [save] point at the Triage Tents, so the party must save on the World Map. Open the menu and choose the save option on the far right. Do so before entering the bridge.

JAY TH[E] UNSEEN

Don't forget about Jay. Check his gear before leaving the tent and equip him for battle. The area outside the tent is also a good place to practice Jay's techniques. It's a good [idea] to master a few or all of them before entering the bridge.

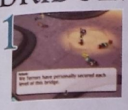
BERSERKER & TESTOSTERONE



There are now four iron eres users in the party. Put all four in the battle party and look for a fight outside of the tent. Win the battle and all four characters earn the Berserker title. Also create a battle party from the four men to earn the Testosterone title and trigger the "Guy Talk" skit.

BRIDGE: LEVEL ONE

1



The party encounters a Terror on Map 2. They run ahead and lock themselves into the Bridge. There's no turning back after this point.

2



A locked door on Map 4 stands in the way. The party must examine Four switches to unlock the door. The first three are marked on Map 3 and the fourth is found on Map 4.

3



Save on Map 5. There's a Puzzle Booth at the end of the hall, which leads to the first boss. Get ready for the battle before leaving the Puzzle Booth.

ENEMIES







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PUZZLE ... OOTH SOLUTION

The party must carefully push several blocks into holes to complete the path to the exit. Be very careful. One wrong push ruins the solution and forces a reset.





Step 1: Push block 1 into spot A.

Step 2: Push block 2 into spot B.

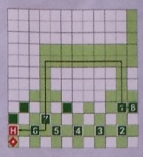
Step 3: Push block 3 into spot C.

Step 4: Push block 4 into spot D.

Step 5: Push block 5 into spot E.

Step 6: Push block 6 into spot F.

Step 7: Run all the way around and push block 7 into spot G.



Step 8: Pull block 8 away from the wall and then push and pull it around the outside to spot H.

PREPARING FOR BATTLE

Drop Senel from the battle party for once. Jay, Chloe, Will, and Norma are ideal. Turn all Fire eres off and leave any Ice eres on. The primary boss resists the Fire element, but has a weakness to Ice. Also, take a moment to create Jay's Fallen Idol compound eres and assign it to a button. It requires Dagger + Ice Storm + and another eres (preferably Wraith Ice for the Ice Down effect). Chloe can create Ursa Rage with Alpha Tempest + Tiger Blade + another eres, which helps with the secondary boss.

There are multiple ways to go about this battle depending on which character is leading the party. One strategy is to control Jay and use Climax Mode at the start of the battle to eliminate Fear Bear X. It's a powerful creature, but it doesn't have much HP. However, it's something of a waste, since it does nothing to help with the tougher enemy, Melanie. It's best to push Melanie and Fear Bear X together before activating Climax Mode. Keep Fear Bear X targeted and order Chloe to attack constantly while Jay attacks with Fallen Idol + Ice Down. The party should still be able to defeat the Egg Bear, but also cause significant damage to Melanie.

Melanie is difficult to defeat even with Fear Bear X taken out of the picture. Keep a close eye on everyone and command Will and Norma to heal party members in trouble. Assault the boss with Jay's Fallen Idol or Wraith Ice, Will's Ice Arrows, Norma's Ice Wall, and Chloe's best attack. Use items to restore Jay's TP when it runs low, so he can continue pummeling Melanie with the expensive Fallen Idol compound eres.



Trap the bosses together and attack with Climax Mode to eliminate Fear Bear X.



Use Jay's Fallen Idol + Ice Down to finish Melanie off.

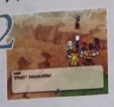


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BRIDGE: LEVEL TWO



The party must acquire a Card Key from Cashel to unlock the door to the next floor. The party runs off to Map 2 after an encounter.



Chase Cashel around level two. The area is one big circle, so just follow the path clockwise. There are short events periodically along the path.



Take a moment to save on Map 4 if desired. The party is now ready to fight the boss. This is also a good spot to prepare for the coming battle.

ENEMIES





PREPARING FOR CASHEL

Jay, Senel, Will, and Norma make a great party for this battle. Turn off all attack-type crystal eres other than Will's Flame Blade and Norma's Fire Storm. Jay should still be equipped with the Fallen Idol + Ice Down. Rebuild the attack so it's Fallen Idol + Fire Down (Dagger + Ice Storm + Flame Dagger) and assign it to Senel's shoulder buttons, so he can order Jay to use it at a moments notice. Senel should be equipped with Avalanche Drop (or his best throw). Also make sure the Climax Gauge is full before leaving the map.



Cashel is actually easier to defeat than Melanie. He has a weakness to Fire elements, so the party should be decked out with Fire eres only. Begin the battle by surrounding Cashel with Senel and Jay. Use Climax Mode immediately. Pound away with Senel and order Jay to attack with Fallen Idol at least twice. This should cause significant damage and lower Cashel's Fire resistance even further. Keep an eye on the enemy, and use Senel's Avalanche Drop whenever he hits the ground (especially after the Climax Combo).

The rest of the battle is fairly simple. Watch for Cashel to use his Dissolution One eres. He throws his weapon and takes a pose, which leaves him wide open and vulnerable to Jay's Fallen Idol. Punish the boss a few more times to finish the fight.



Attack with Climax Mode and Fallen Idol immediately.



Watch for Cashel's Dissolution One eres and counterattack.

BRIDGE: LEVEL THREE



Fortunately there's a health point and save point on Map 1. Take a break. This is a great spot to work on mastering techniques for all of the characters.



Take a moment to prepare for the next boss at the top of Map 2.

ENEMIES









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PREPARING FOR BATTLE

The party shouldn't change for the next boss. The only minor adjustments relate to Will and Norma. Turn on Will's Thunder Blade and Norma's Thunder Arrow if they're available. Shut off Norma's Grave and Will's Stone Blast. Also equip Senel with the Doom Charm dropped by the previous boss.



Stingle is a very powerful swordsman. His attacks can be devastating. Pay very close attention to his actions and guard whenever an exclamation point appears over his head. Jay takes a beating throughout the fight, so keep an eye on his health. Use items to keep him in the fight if possible. Don't rely solely on Will and Norma's ability to heal.

There's a simple trick to this battle. First, block whenever the boss is preparing to attack. Defense is critical. Second, use Climax Mode when the boss is just below half health. When Stingle reaches half health he begins throwing in an instant death attack, which can be overwhelming. Have Jay pound on Stingle with Fallen Idol while Senel and the others assist. Use a Climax Combo at the end and follow with Senel's Avalanche Drop if Stingle manages to survive. Switch Jay's attacks off so he can only use Dagger and order him to stay back. Senel, equipped with the Doom Charm, can go toe-to-toe with Stingle until the last bit of Stingle's health is drained.



Defend against Stingle's powerful sword attacks.



Use Climax Mode once Stingle's health is a little more than half gone.

BRIDGE: LEVEL FOUR



A red energy barricade prevents the party from reaching Map 3. Activate the three switches scattered around the map to disable the barricade. Each switch must be examined until it turns red, the color of the barricade.



The energy barricade on Map 3 is blue. Flip the four switches on this map to blue to clear the path.



There are only two switches on Map 4. Turn them green to lower the barricade. Don't leave the map without saving, healing, and preparing for the last boss.

ENEMIES



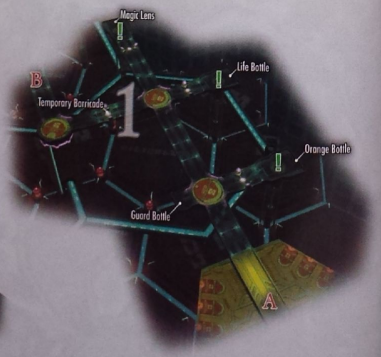




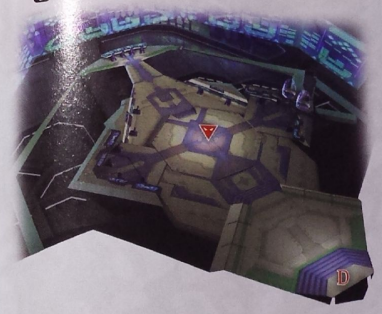
1



2



5



PREPARING FOR BATTLE

Stick with the same battle group. Earth eres are most effective against the next boss, but the party is lacking in Earth elements. It's more important to turn off any Lightning eres like Will's Lightning and Norma's Thunder Arrow. Also, make sure the Climax Gauge is full before entering Map 5.

4



3





Vaclav is powerful, but should prove easier than some of the Terrors. Use Climax Mode as soon as Jay and Senel are next to Vaclav. Pummel the boss with Jay's Fallen Idol while the rest of the party assists and finish with a Climax Combo. Fallen Idol should cause significant damage and lower Vaclav's Fire resistance (assuming the attack hasn't been altered). Immediately attack Vaclav with Senel's Avalanche Drop before he can stand. The boss should already be seriously wounded and his lowered Fire resistance makes him an easy target for Will, Norma, and Jay. Keep an eye on Senel and Jay throughout the battle. Vaclav's attacks are very damaging, so one or both characters may take a serious beating and may be in need of immediate attention.



Attack with Climax Mode and Fallen Idol at the start to punish the boss and lower his Fire resistance.



Follow up with Fire eres like Flame Dagger, Fire Storm, and Flame Blade.

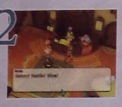
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AWAKENING

WERITES BEACON



Senel starts off alone in the northwest corner of the city. This might be a bit confusing at first, since it's a new area within the city. Accompany Harriet to Will's home, which is to the south.



Senel must deliver items to the other party members. They're scattered around town. Stop at the Dreaming Traveler, the local inn, to find Normo.



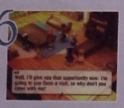
Travel to the hospital that's west of the plaza to find Chloe.



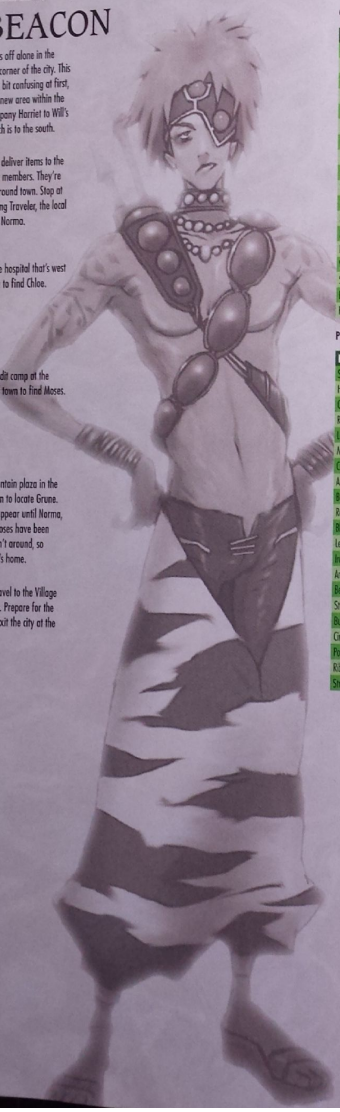
Visit the bandit camp at the north end of town to find Moses.



Go to the fountain plaza in the center of town to locate Grune. She doesn't appear until Normo, Chloe, and Moses have been found. Jay isn't around, so return to Will's home.



Senel must travel to the Village of the Ferines. Prepare for the journey and exit the city at the south end.



SHO

CHAMPION (WEAPONS)

ITEMS	COST
Iron Brasers	1,250
Power Brasers	1730
Fire Bolt	3,850
Mythril Brasers	5,000
Long Sword	800
Gladius	900
Broad Sword	1,000
Ether Sword	4,400
Spear	1,200
War Javelin	1,900
Holy Javelin	3,200
Knife	3,000
Kochi	4,000
Hammer	600
War Hammer	1,000
Straw	800
Love Straw	1,200
Peepit Straw	3,000

PHALANX (ARMOR)

ITEMS	COST
Soft Leather	480
Hard Leather	500
Chain Mail	600
Ring Mail	800
Lamellar Leather	1,200
Mythril Armor	3,000
Cloak	800
Amber Cloak	1,000
Bunny Dress	3,000
Robe	200
Bloody Robe	940
Leather Helm	140
Iron Helm	220
Armet Helm	300
Beret	150
Straw Hat	240
Bunny Ears	1,000
Circlet	240
Pompom Hair Tie	320
Ribbon	400
Striped Ribbon	700

RED PEPPER (GROCERY)

ITEMS	COST
Bread	15
Butter	30
Jam	30
Baguette	50
Garlic	50
Parsley	40
Egg	40
Ham	50
Tuna	40
Whipped Cream	80
Lettuce	60
Tomato	70
Bun	60
Hamburger Patty	120
Pickles	40
Cheese	50
Melon	200
Cream Cheese	50
Beef	140
Chicken	140
Hot Dog Bun	80
Sausage	60
Cabbage	60
Onion	80
Sauce	40
Baking Set	200
Skim Milk	60
Custard Cream	110
Chocolate	150
Oil	120
Baking Powder	80
Mushroom	120
Peppercorn	50

CRAFT STOP (TOOLS)

ITEMS	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	5,000
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,300
Skill Bottle	1,000
Dina Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	2,000
Dark Bottle	2,000
Rune Bottle	2,000
Magic Lens	10
Talisman	4,000
Rabbit's Foot	2,000
Cape	100
Leather Cape	400
Thief's Cape	2,000
Leather Boots	400
Black Onyx	250,000
Moon Crystal	25,000

DREAMING TRAVELER

ITEM	COST
Rest	100



THE 28TH WONDER BAKER



Check inside the Get Ready and Craft Stop building to find a spinning drum on a stack of boxes. It's Mimit She's left a Melon Bread recipe behind.

UPGRADES

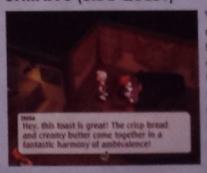
The local shops have received new shipments. Check them out before leaving town. There's new and better equipment for nearly all of the characters.

CAROLINE (SIDE QUEST)



Look for Caroline's home in the southeast area of Werites Beacon. Speak to her before leaving town. She mentions having seen an Oresoren. This may seem insignificant, but it's essential to her side quest.

SHIINA'S (SIDE QUEST)



Visit the inn's basement and look for a man named Shiina playing the piano at the north end. Shiina is a composer with an empty stomach. He allows the player to review music from the game, but his song selection is very limited. Bring him different types of bread, made by the player, as he requests them to unlock additional songs.

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THE VILLAGE OF THE FERINES

PATH TO THE VILLAGE OF THE FERINES

Travel south from Werites Beacon to find a shoal along the coast. Cross the shoal to reach a road. Follow the road across the bridge and head south to find the Village of the Ferines. The enemies around Werites Beacon haven't changed, but things get more challenging once the party reaches the shoal. Be ready for battle.

There are two chests near the Village of the Ferines. The first is on the peninsula to the west. The second chest is located on a different peninsula due south of the village.





1 

Enter the village and explore the area once the initial events are complete. When you are ready you can sleep to advance the story.

2 

Go to the north end of town during the night.

3 

Exit the village in the [illegible] and head north to Hidden Fortress.

3



4



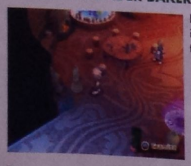
2



1



THE 28TH WONDER BAKER



Look for a giant chess piece inside of the inn. It's Mimi! She rewards the party with the Muffin recipe.

SHOPS

SHY PEDDLER

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Life Bottle	300
Panacea Bottle	150
Mana Bottle	1,900
Syrup Bottle	1,000
Shell Bottle	1,000
Dirge Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Magic Lens	10
Heavy Hands	1,500
Holy Bracers	3,000
Mythril Bracers	5,000
Charmers	2,400

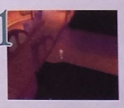
ITEM	COST
Pile Driver	2,000
Silver Straw	1,800
Pewpit Straw	3,000
Mythril Armor	5,000
Bunny Dress	5,000
Sizzle Robe	1,600
Duel Helm	800
Bunny Ears	1,000
Striped Ribbon	700
Burner	50
Egg	50
Hot Dog Bun	60
Sausage	60
Cabbage	60
Baking Set	200
Skim Milk	60
Red Bean Paste	70
Custard Cream	100
Chocolate	150
Oil	100

HIDDEN FORTRESS

PATH TO HIDDEN FORTRESS



It's time to backtrack. Follow the road back to the north. Look for a narrow valley, which leads to a Duct and a cave. The cave is where the Hidden Fortress is located.

1 

The dungeon is easy to follow to the Puzzle Booth. The only oddity is that the halls run over and under each other, which can be a little difficult to navigate. Look for stairs that allow the party to go up or down a level when searching for an entrance.

2 

The door connecting Maps 4 and 5 is locked tight. Search the cells to find a key for the door. This is the party's last chance to save in this dungeon, so use the save point before leaving the room.

3 

Some of the cells contain treasures, but others are booby trapped and ready to explode. Avoid cells marked with booby trap icons.

4 

Mystical circles move back and forth along some halls. These sentries trigger an alarm if they make contact with the party, which shuts and locks some doors. Shut the alarm off again by examining the glowing red ball of energy that appears near the map's entrance (alarm reset icon). Duck into cells and hallways to avoid the sentries as they patrol.

5 

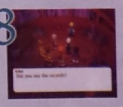
The key for Map 5 is found in the last cell in the second hallway.

6 

The cell in this hallway is trapped. Walk through the sentinel to avoid the trap, since a reset switch is just around the corner.

7 

Duck into the hallway past the second alarm reset to find the key from Map 6.

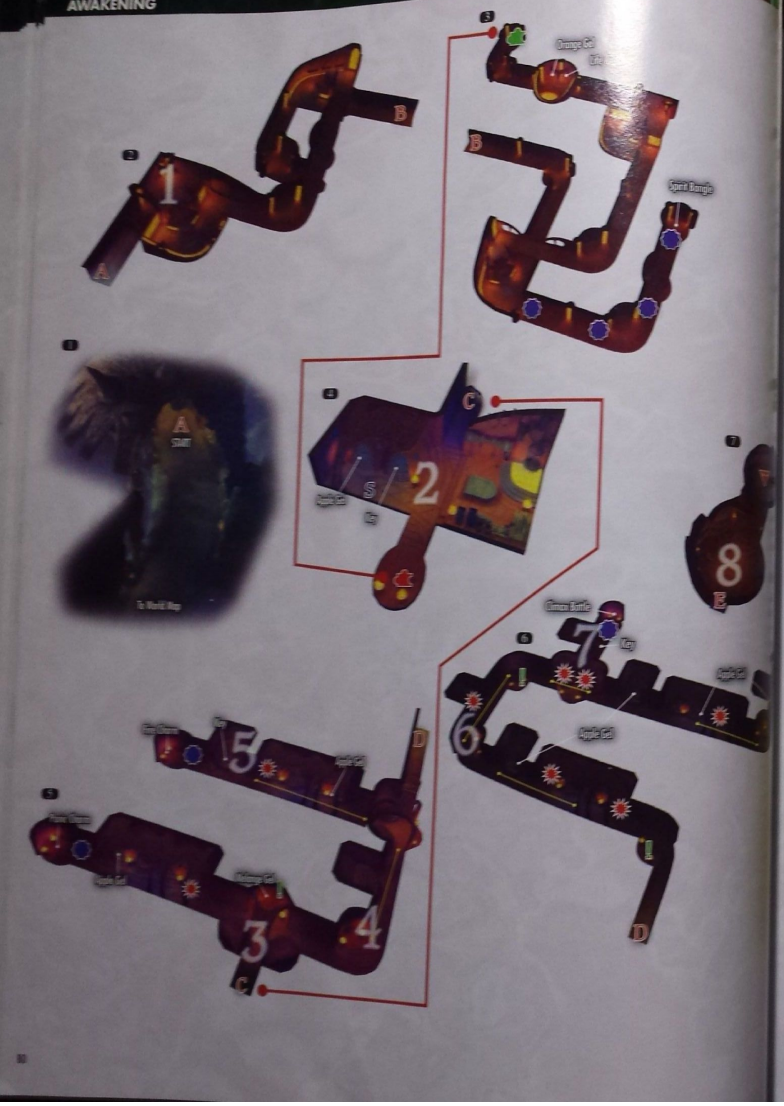
8 

Prepare to fight at the start of Map 7. Go to the back of the room when ready. Backtrack out of the base after the battle.

ENEMIES



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PUZZLE BOOTH SOLUTION



The meat of this Puzzle Booth is concentrated in the collection of blocks on the right side. The party must shift the blocks to create a path to the switch and Duct.

Step 1: Move block 1 to spot A, then use the nearby stairs to reach the second set of stairs.

Step 2: Move block 2 to spot B.

Step 3: Move block 3 to spot C.



Step 4: Move block 4 to spot D.

Step 5: Move block 5 to spot E.

Step 6: Move block 6 to spot F.

Step 7: Move block 7 to where block 6 sat a moment before.



Step 8: Move block 8 to spot G.

Step 9: Stand on spot H and shoot the switch. Ignore the reflector.

PHYNX & DARK FORCE

Norma has likely been waiting to use her Dark Force crystal eres for some time now due to a lack of Phynx Sculptures. The same may be true for Will's Freeze Lancer. There are plenty of Phynx in this dungeon. Make sure both eres are learned before leaving.

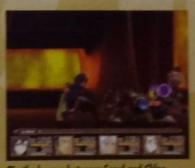
MANDRAKES

Beware of Mandrakes. Their Extension eres is a powerful attack that can cause Instant Death in addition to major damage. It's a slow attack that's easily avoided in most cases, but CPU controlled characters are vulnerable. Make sure at least one character is equipped with the Doom Charm to prevent the effect from wiping the party out. Norma's Silence can also be used to nullify the threat.

PREPARING FOR BATTLE

Senel, Chloe, Will, and Norma form a solid party for the coming boss fight. Chloe is the only one that needs some adjustment. Create the Wolf Rising compound eres (Ram Strike + Eagle Rising + another eres) and assign it to one of Senel's shoulder buttons. Don't bother putting her in the lead position. It's actually better to leave Senel in charge and call on her when necessary.

The Golves are powerful enemies, so watch everyone carefully throughout this fight. Act fast. Drive the enemies together so they're stacked and can be hit simultaneously. Activate Climax Mode immediately and finish with a Climax Combo. Senel should follow up with Avalanche Drop. Force the enemies together again and surround them, or pin them in the corner. Go berserk. Use a chain of eres and order Chloe to attack as Senel's eres are ending. Her Wolf Rising can be used to help keep the enemies pinned in a corner, since it counters the Golves' attacks, but Gambit or Sword Rain Tiger works best if the enemies are pinned between the fighters. With a little luck the duo of Senel and Chloe can keep the bosses pinned down and out of the fight.



Pin the bosses between Senel and Chloe.



Use Chloe's Wolf Rising to counter the enemies' attacks and inflict status effects.

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ALTAR OF THE SEA

PATH TO ALTAR OF THE SEA



The Altar of the Sea is far to the north. Follow the road northeast across the rivers, through the clearing, and then up the coast to find the small cave.



There's a chest along the way. It's located just to the east of the road near the north end.



Many new enemies line the road to the Altar of the Sea. The most significant is the Grandantula, a Dandarantula. This is the first time the party can hunt Dandarantulas freely, so make sure Norma has a chance to learn Resurrection and Thunder Arrow if she hasn't already.



The path to Map 4 is in the dungeon is very long. Enter fully healed and for battle.



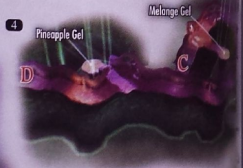
Save and prepare for the on Map 5 before advancing Map 6.

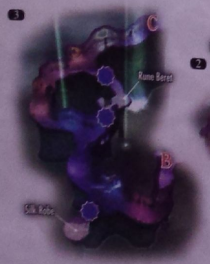


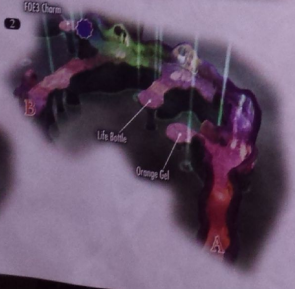
Climb to the top of the after the boss. There's battle ahead, but it can Don't bother wasting













COUNTERING RESISTANCES

Fire, Curse, and Earth eres should be shut off in this dungeon. Fire is particularly bad, since it shields the Keripes Elements. Ice eres should be turned off whenever the party faces a Grandicle Zephyr, but Ice is too effective against other enemies to shut down Ice eres the entire time.

PREPARING FOR BATTLE

Place Jay in the party and remove either Chloe or Moses. Build Jay's Tragic Gale compound eres (Ghost Blade + Silent Reaper + another eres) and assign it to a button or shoulder button. Pay close attention to how Tragic Gale is built. Jay's compound eres can lower an enemy's resistance to a specific element. The effect should compliment Will and Norma's most powerful crystal eres. Shut off any non-complementary attack-type eres.

ERES STONES

Dragons and Divas roam this dungeon. The party is likely desperate for some Dragon and Diva sculptures, so Will can learn Thunder Blade, Icicle Volt, and Cure. The Lava Dragon and Des Diva aren't common enemies though, so hunting them can take a very long time. Try to at least collect 245 Dragon sculptures before facing the boss, so Will can use the powerful Cure eres.

Jay and Senel make a great team in this battle. Jay's Tragic Gale lowers the enemy's resistances and tends to knock the boss over. This presents Senel with an opportunity to use Avalanche Drop or perhaps even Rending Earth. Will and Norma can sit back safely and bombard the enemy with eres. Use Climax Mode at the start of battle once Jay and Senel have closed in on the boss. Attack the boss with Tragic Gale one time to lower the enemy's resistances. Then focus on Jay's attacks that compliment the Tragic Gale's effect. Pin the Zephyr between Jay and Senel and order Will or Norma to continuously bombard the boss.



Use Jay's Tragic Gale to lower the boss' resistance...



...then attack with the complimentary element.



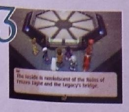
WERITES BEACON



Proceed downstairs and exit the inn.



Travel to the north end of town and find the lighthouse.



Enter the lighthouse.

SHOPS

CHAMPION (WEAPONS)

ITEMS	COST
Iron Bracers	600
Power Bracers	700
Fire Ball	850
Mythril Bracers	5,000
Long Sword	800
Gladius	900
Broad Sword	1,060
Ether Sword	4,400
Spear	1,200
War Javelin	1,900
Holy Javelin	3,200
Knife	3,000
Kochi	4,000
Hammer	600
War Hammer	1,000
Pile Driver	2,000
Snow	800
Lava Snow	1,200
Pungot Snow	3,000

PHALANX (ARMOR)

ITEMS	COST
Soft Leather	480
Hard Leather	500
Chain Mail	600
Ring Mail	800
Lamellar Leather	1,200
Mythril Armor	3,000
Cloak	800
Amber Cloak	1,000
Bunny Dress	3,000
Witch's Dress	4,000
Robe	200
Bloody Robe	940
Leather Helm	140
Iron Helm	220
Barret Helm	300
Mythril Helm	1,600
Beret	150
Straw Hat	240
Witch's Hat	1,300
Silk Hat	1,360
Circlet	240
Pompom Hair Tie	320
Ribbon	400
Striped Ribbon	700
Pretty Ribbon	1,200

RED PEPPER (GROCERY)

ITEMS	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	40
Parsley	40
Pizza	50
Ham	60
Tuna	80
Whipped Cream	80
Saltwort	60
Tomato	70
Bun	60
Hamburger Patty	120
Pickles	60
Cheese	50
Shellfish	200
Cream Cheese	50
Beef	140
Chicken	140
Hot Dog Bun	80
Sausage	60
Cabbage	60
Onion	80
Spinach	40
Baking Set	200
Skim Milk	60
Custard Cream	100
Chocolate	100
Oil	100
Baking Powder	80
Mushroom	120
Peppercorn	50

CRAFT STOP (TOOLS)

ITEMS	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Life Bottle	300
Panacea Bottle	150
Flame Bottle	1,000
Syrup Bottle	1,000
Shield Bottle	1,000
Steel Bottle	1,000
Mighty Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Magic Bottle	1,500
Magic Lens	50
Stopwatch	4,000
Rabbit's Foot	2,000
Cape	100
Leather Cape	400
Thief's Cape	1,000
Leather Boots	600
Work Shoes	25,000
Moon Crystal	25,000

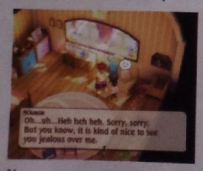
DREAMING TRAVELER

ITEM	COST
Heal	100

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MCKENZIE & BERRY (SIDE QUEST)



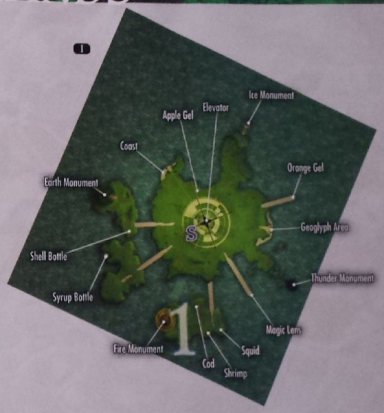
Stop in the heart-shaped house of McKenzie & Berry on the east side of town before going to the lighthouse. The event that occurs is part of a larger side quest. Don't miss out. It's only available for a short time.

The Fallen Lands

The Quiet Lands



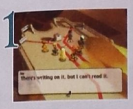
The party must explore four monuments to discover the Quiet Lands' secrets. Begin with the Fire Monument to the south.



ELEVATOR

The party can return to Werites Beacon at any time. To do so, walk onto the elevator in the center of the Quiet Lands and examine the control panel at the back.

Fire Monument



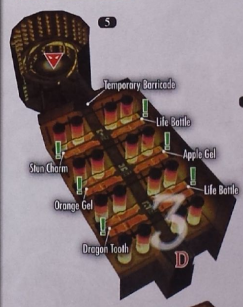
The party begins at this console. Norma has the key. Cross the bridge and continue deeper into the monument.



The path through this room twists and turns wildly, but there's only one route from the start to the finish. Along the way the party encounters three crystals. Each crystal triggers an event.



A strange barrier prevent party from reaching the There are six switches in room, three on each side on all six and then exam barricade to remove it. to the back of the room to fight.



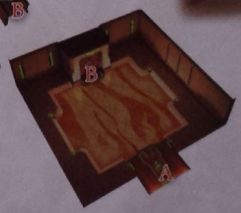
ENEMIES











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NO FIRE

Fire resistant creatures inhabit the Fire Monument, so shut all Fire eres off. Also shut off Sea eres, since Aqua Hoppers resist the Sea element. Ice is especially effective here, so limit the party to Ice based eres.

PREPARING FOR BATTL

Senel, Will, Grune, and Jay form o party for this battle. Jay, Will Grune all have powerful Ice eres th particularly effective against boss. Limit them to those attacks. S ould be able to create the D compound eres (Avalanche Drop + Demon Fist + another eres). A button before the battle.



Be aggressive from the start. Charge the boss and attack while commanding Will and Grune to bombard the beast with Ice eres. Guard against the enemy's attacks whenever possible, but remain tenacious. Senel and Jay can't surround this boss, so both characters are likely to take a pounding. Watch them carefully and use items to heal them if necessary. Don't wait for Will to save anyone, since he should be busy casting offensive eres. Initiate Climax Mode once half of the boss' HP has been depleted. The party should be able to finish off the Volcano Gaet, or come very close to it. Attacking late with Climax Mode prevents the boss from using its best attacks.



Attack the boss with a barrage of Ice eres.



Wait to use Climax Mode until the boss' health drops below the halfway point.

COAST: ORESOREN CAMP



Return to the Coast after defeating the Fire Monument's boss and obtaining a tablet. The Oreseren have built a camp. The party can return to the camp at any time to rest or make purchases. Read up and prepare to visit the Ice Monument to the north.



SHOPS

HUSTLING PEDDLER

ITEM	COST
Azure Gel	
Orange Gel	
Carmen Gel	
Pineapple Gel	
Mint Gel	
Scallop Gel	
Life Bottle	
Panacea Bottle	
Flora Bottle	
Syrup Bottle	
Shell Bottle	
Diva Bottle	
Agility Bottle	
Guard Bottle	
Body Bottle	
Dark Bottle	
Magic Tonic	
Mythril Bracers	
Kikuri Sword	
Holy Javelin	
Power Shield	
Mythril Armor	
Witch's Dress	
Scale Robe	
Mythril Helm	
Witch's Hat	
Silk Hat	
Pretty Ribbon	
Scallop	
Cod	
Salmon	
Shrimp	
Squid	

ICE MONUMENT



There's a brief event as the party enters the Ice Monument. Venture deeper into the monument after preparing the party to face Ice-based creatures.



The Ice Monument is very similar to the Fire Monument. The third room features another twisting path with crystals that trigger events. The only difference is the icicles that periodically poke out of the ground. Run past the icicles between thrusts. Party members take damage if they're hit.



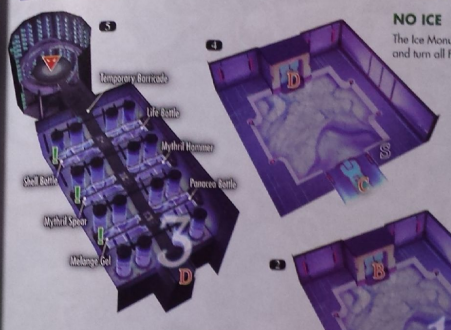
A barricade stands between the party and the end of the Ice Monument. Examine the three switches along the west wall; then check the barricade to remove it. Prepare for the boss before approaching the backroom.



The party acquires another tablet after the battle. Return to the Coast to rest and prepare for the Thunder Monument.

ENEMIES





NO ICE

The Ice Monument is packed tight with Ice loving creatures. Shut all Ice eres off and turn all Fire eres on.

PREPARING FOR BATTLE

The recommended battle party is only slightly different this time. Keep Senel with his Dog Surge. Will and Jay should also make the trip. Norma should take Grune's place for the moment. Limit Will, Norma, and Jay to Fire eres. Shut all other attack-type eres off. Also place Norma and Will's best Fire eres on shoulder buttons, so Senel can keep them casting throughout the fight.



This battle should be fought in the exact same manner as the previous boss fight. Be aggressive from the start. Charge in and unload with a stream of eres. Watch Jay and Senel carefully and use items to heal them if necessary. Don't count on Will or Norma, since they may be in the middle of casting an eres and unable to respond quickly. Wait for the boss' health to drop below fifty percent before using Climax Mode. Continue the assault with Fire eres and finish with a Climax Combo. The damage caused should finish the boss off or come close to it.



Bombard the boss with Fire eres.



Use Climax Mode when the boss' health is a bit more than halfway gone.

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THUNDER MONUMENT



1 The Thunder Monument is far to the east. Prepare to battle an assortment of Lightning-based creatures.



2 The third room is more complex this time around. There are swirling black portals scattered about. The party must travel through the portals to find the three crystals and the room's exit. The proper path is B, Acuity Battle, B, D Crystal, C Crystal, B Crystal, G, A, exit.

3 [illegible] barricade blocks the steps to the end of [illegible] Flip the two switches at the front and the [illegible] back before examining the barricade. Ignore the middle of the room. Be ready to fight before [illegible] the barricade.



4 The party receives the third tablet after defeating the boss. Return to the Coast to rest for the Earth Monument.

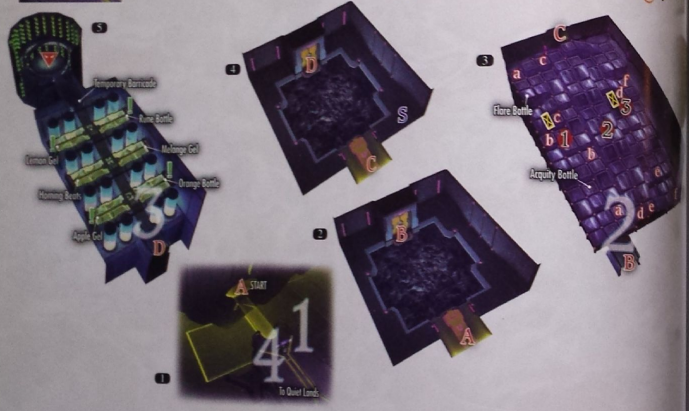
ENEMIES











NO LIGHTNING

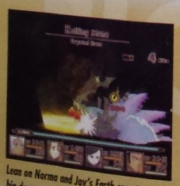
The creatures inside of the Lightning Monument are resistant to the Lightning Element. Turn off all Lightning Eres while turning on all Earth eres.

PREPARING FOR BATTLE

Norma, Jay, Will, and Senel form a decent party for this fight. Norma's [illegible] Stone is essential. Divas roam the monument in abundance if she's a few [illegible] stones shy of learning the eres. Jay's Wraith Earth is also useful in the [illegible] battle. Senel should remain the same. Will can keep the party healthy, [illegible] also be replaced by Chloe or Moses fairly easily.



The strategy remains the same, but the fight is a little tougher this time around. Norma and Jay are the only characters with decent Earth eres. Keep both characters active with Rolling Stone and Wraith Earth. Will is there for support, but he can aid the attack with his best Ice eres. Chip away at the boss until its health is more than halfway depleted. Initiate Climax Mode when the boss begins to dive underground. Finish off with a Climax Combo and the party may be able to end the battle without facing the boss' best attacks.



Lean on Norma and Jay's Earth eres to cause big damage.



Disrupt the boss' dive with Climax Mode and finish the battle.

EARTH MONUMENT



1 The Earth Monument is just south of the Coast on the west side of the island. Prepare the party to face a horde of Earth-based creatures.



2 The third room tests the party's stealth once more. There are large red squares moving back and forth in some stretches. The party must avoid these sentries, or they're shot back to the room's entrance and forced to try again. The last two sentries are the trickiest. The first sentry moves two spaces while the second moves three. Wait for the first sentry to move to the right then run past it to the far left end of the second sentry's path. Wait for the first sentry to move to the left and move the party down to the right end of the first sentry's path. Wait for the second sentry to move back to the left before rushing past in on the right.



3 There's one last barricade to bypass. Trip the switch on the right in the first row, the switch on the left in the second row, and the switch on the right in the third row. Check the barricade to eliminate it. Don't approach the back room until everyone is ready to fight.



4 The fourth and final tablet appears after the boss fight. Return to the Coast once again.

ENEMIES













NO EARTH

Creatures within the Earth Monument are very resistant to Earth eres. Turn all Earth eres off while turning all Lightning eres on.

PREPARING FOR BATTLE

This is Will's time to shine. His Indignation and Thunder Blade eres are perfect weapons against the next boss. Senel, Jay, and Norma can join him in battle. Norma can use Thunder Arrow while Jay's Silent Lightning is equally effective. Assign Will's Indignation and Norma's Thunder arrow on Senel's shoulder buttons.



This is the final Sea Gaet battle. The strategy remains the same even though this boss seems a bit more aggressive than the rest. Bombard the enemy with Lightning eres at the start. Chip away at it until the boss' health is halfway gone. Engage Climax Mode and continue the assault finishing with a Climax Combo. Remember to watch the party's health throughout the battle and heal with items. Don't rely on Will or Norma to heal, since they should be busy casting offensive eres and may not act quickly enough.



Assail the enemy with Lightning eres.



Use Climax Mode when the enemy's health is below fifty percent.

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GEOGLYPH AREA

1



Travel to the shining Geoglyph Area on the east side of the island. The party must place the four tablets into the geoglyph. Place them in the following order from left to right: Tablet 3, Tablet 2, Tablet 1, and Tablet 4.

2



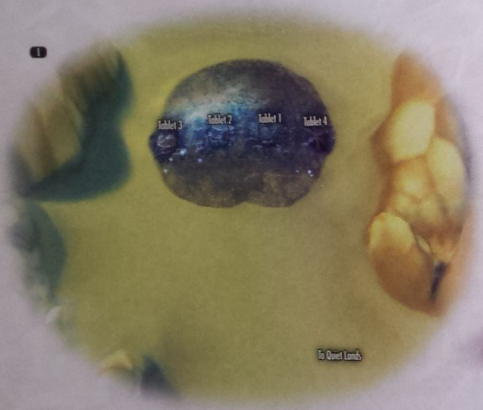
Return to the Coast and rest at the camp.

3



Go to the elevator prompted.

1





SHINING BLUE

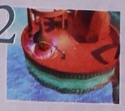
MIRAGE PALACE

1



Follow the twisting path from the start of Mirage Palace to Map 4.

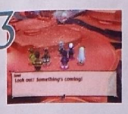
2



Map 5 is where it gets tricky. The glowing structures found on the next three maps act as transporters. Examine them and the party is instantly transported to a different location. The best method for clearing this area is as follows:

1. Grab the Flare Bottle and use transporter 1.
2. Collect the Doom Charm and Panacea Bottle from Maps 6 and 7 before using transporter 2.
3. Gather the Life Bottle, Pineapple Gel, and Dory on the way to transporter 3.
4. Empty the five chests on the way to transporter 4.
5. Take the Rune Bottle and advance up the path to the first boss.

3



The party faces the first boss upon entering the large gate on Map 7. Take a moment to prepare before advancing.

4



A health point and save point can be found on the east side of Map 10 after the boss fight. Save immediately and take time to retool the party for the enemies to come. Curse is especially effective through the remaining maps. Follow the narrow, thorn-covered path to the Puzzle Booth.

5



Each island features two or more transporters, which instantly transport the party to a different location when examined. The quickest path to the end is a, b, i, j. The a, b, c, d, g, e, f, a, b, i, j path takes longer, but allows the party to collect all of the items in the maze. Will offers to assist if the party takes too long getting through the maze. Turn him down, or Senel misses out on the "Palace Guru" title.

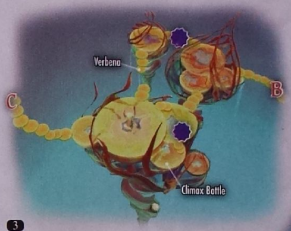
6



The health point and save point on Map 13 hints at what's to come. Take a moment to rest and save before moving forward. Also prepare the party to face the next boss.

MAP CONTINUES ON NEXT PAGE







1



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ENEMIES (MAPS 2~4 & 8)



ENEMIES (MAPS 5~7)



ENEMIES (MAPS 9~16)







PUZZLE BOOTH SOLUTION



Move the boxes off of the platforms and use them to create bridges. Shoot the reflectors at the proper angle to activate the three switches and open the Duct.

Step 1: Push boxes 1 and 2 off of the raised platform.



Step 5: Push boxes 4, 5, and 6 off of the second raised platform.

Step 6: Stand on box 6 and aim up/right. Shoot the reflector to activate switch 8.



Step 2: Move box 2 to spot a. Pull box 3 out of the corner and push it off the platform where box 2 previously sat.

Step 3: Move box 2 to spot b and box 1 to spot c to create a bridge.

Step 4: Stand on box 2 and aim up/right. Shoot the reflector to activate switch 7.



Step 7: Pull boxes 4, 5, and 6 around the left side of the room to spots D, E, and F.

Step 8: Pull box 1 to spot g and boxes 2 and 3 to spots H and I.

Step 9: Stand on box 1 and aim down/right. Shoot the reflector to activate switch 9 and open the Duct.

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BACK TO CAMP



The tram can be used to return to the Quiet Lands at any time. The Oresoren camp remains on the Coast and the Elevator can carry the party back to Werites Beacon if desired.

ELEMENTS

The first part of the dungeon (Maps 2~4) features a jumble of elemental resistances and weaknesses. Fire, Earth, and Curse eres are fine, but Ice, Lightning, and Sea eres should be turned off for now.

The second part of the dungeon (Maps 5~7) has a limited selection of enemies. Curse is the only common weakness, but Obsidian Zephyrs are resistant to the element. Fortunately, the Obsidian Zephyrs are somewhat rare, so Curse can be used rather freely.

The third part of the dungeon (Maps 9~16) is much like the first part of the dungeon. Curse is the only common weakness and some enemies have weaknesses to Fire and Ice, all Sea, Ice, and Lightning eres.

PREPARING FOR THE FIRST BOSS

Jay should take over as leader for the battle. Build his Tragic Gale + Ice Down compound eres (Ghost Blade + Silent Reaper + Wraith Ice) and assign it to a button. Will, Norma, and Grune should take the remaining spots in the party. Limit all three characters to Ice eres. Preferably Will's Icicle Volley, Blizzard, and Grune's Absolute.





Jay should take the lead in this fight. His Tragic Gale can be used to lower the boss' resistances, which is especially useful since this boss has no strengths or weaknesses. Use Tragic Gale at the start of the battle and reuse it whenever the Ice Down effect wears off. Meanwhile, command Grune, Will, and Norma to open fire on the Zephyr. Their attacks, especially Grune's, should quickly tear the boss to shreds. Jay can continue his assault with Wraith Ice. Use Climax Mode at any point in the battle. Using it at the start makes it a bit easier for Jay to lower the boss' resistance.



Use Jay's Tragic Gale + Ice Down to weaken the boss...



...then blast the Zephyr with Ice eres.

PREPARING FOR THE SECOND BOSS

Form a battle party from Jay, Grune, Norma, and Senel. Limit Grune to Bloody Howling and Norma to Dark Force. Build Jay's Fallen Idol + Curse Down compound eres (Dagger + Ice Storm + Shadow Reaper) and assign it to one of Senel's shoulder buttons. Equip Jay with the Chizakura due to its Curse and limit his attacks to Shadow Reaper and Fallen Idol. Make sure all Sea eres are turned off.



Walter is far more powerful than the previous boss. He has a tremendous amount of HP and his attacks are devastatingly powerful. He's completely immune to Sea-based eres and attacks, but has a weakness to the Curse element.

Immediately order Jay to attack with Fallen Idol + Curse Down to further lower Walter's Curse resistance. Keep Senel between Walter and the crystal eres users. Attempt to pin the boss into the corner with Wyrm Crush and Beast followed with Rending Earth. Pay close attention to Senel and Jay's HP. They take a beating and need healing throughout the fight. It's best to have Norma's Revive on a shoulder button, so it can be called for repeatedly. Don't hesitate to use healing items when a character is in serious trouble, since Norma can be a little slow to respond sometimes. Climax Mode can be used at the start of the battle. There's no advantage to saving it.



Use Jay's Fallen Idol to lower Walter's Curse resistance even further.



Use Senel to keep Walter busy while the casters bombard him from a safe distance.

Some players may prefer to replace Jay with Chloe. Senel and Chloe can often pin Walter in the corner with a chain of eres. Use Senel's Wyrm Crush and Chloe's Sword Rain: Omega.

WERITES BEACON

1 Use the elevator to return to town, then head to the fountain plaza and choose to wait for the others.

2 Speak to the Oresorens to travel to the Wings of Light.



SHOPS

CHAMPION (WEAPONS)

ITEM	COST
Iron Bracers	600
Power Bracers	700
Fire Bolt	850
Mythril Bracers	5,000
Long Sword	800
Gladius	900
Broad Sword	1,000
Ethos Sword	4,400
Spear	1,200
War Javelin	1,900
Holy Javelin	3,200
Knife	3,000
Kochi	4,000
Hammer	600
War Hammer	1,000
Pile Driver	2,000
Straw	800
Lava Straw	1,200
Poopi Straw	3,000
Strike Straw	6,000

DREAMING TRAVELER

ITEM	COST
Ren?	100

PHALANX (ARMOR)

ITEM	COST
Soft Leather	480
Hard Leather	500
Chain Mail	660
Ring Mail	800
Lunaelite Leather	1,200
Mythril Armor	3,000
Rune Mail	4,400
Prereflex	5,000
Cloak	800
Amber Cloak	1,000
Bunny Dress	3,000
Witch's Dress	4,000
Robe	200
Bloody Robe	940
Silk Robe	3,000
Leather Helm	140
Iron Helm	220
Armet Helm	300
Mythril Helm	1,600
Rare Helm	2,000
Beret	150
Straw Hat	240
Bunny Ears	1,000
Witch's Hat	1,300
Silk Hat	1,300
Circlet	240
Pompom Hair Tie	320
Ribbon	400
Blue Ribbon	440
Striped Ribbon	700
Pretty Ribbon	1,200
Star Circlet	1,600

RED PEPPER (GROCERY)

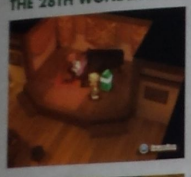
ITEM	COST
Bread	20
Butter	30
Jam	20
Baguette	50
Garlic	60
Parley	40
Egg	50
Milk	50
Ham	60
Tuna	80
Strawberry	100
Whipped Cream	80
Lettuce	60
Tomato	70
Bun	60
Hamburger Patty	120
Pickles	40
Cheese	50
Melon	200
Cream Cheese	50
Beef	180
Chicken	160
Hot Dog Bun	80
Sausage	60
Cabbage	60
Onion	80
Sauce	40
Mustard	50
Baking Set	700
Skim Milk	60
Custard Cream	100
Chocolate	150
Apple	90
Oil	100
Baking Powder	90
Mushroom	120
Peppercorn	50

GET READY (TOOLS)

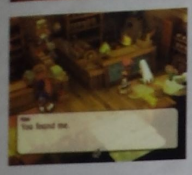
ITEMS	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Life Bottle	300
Panacea Bottle	150
Haze Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Dinni Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Talisman	8,000
Stun Bracelet	4,000
Rabbit's Foot	2,000
Cape	100
Leather Cape	600
Thief's Cape	3,000
Leather Boots	600
Black Onyx	25,000
Moon Crystal	25,000

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THE 28TH WONDER BAKER



Check out the inn's basement. Look for a spinning milk carton next to the piano. It's Mimi! She rewards the party with the Crepe recipe.



She's not done yet! Pay a visit to the Red Pepper and Beacon Breads building. Look for a spinning tea kettle at the back of the shop. The party receives the Apple Pastry recipe.

NEW GEAR

Check out Champion and Phalanx before leaving the area. Phalanx has several new pieces of equipment. Norma can also pick up a new weapon for Champion. Don't forget to restock on baked goods and tools too.

BERRY & MCKENZIE (SIDE QUEST)



Stop by Berry and McKenzie's house on the east side of town for another event. This event can be seen from two different angles. The party returns to Werites Beacon to face the final boss.

WINGS OF LIGHT



1 Cross the wires and platforms to reach the Puzzle Booth on Map 4. Hit all of the chests along the way. Some excellent weapons and accessories can be found in this area.



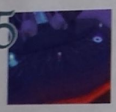
2 There are ring-like transporters on some of the platforms ahead. Stand in the ring and examine the transporter to move up and down levels. The green paths are always on top and the purple paths are always on the bottom.



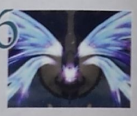
3 Save and rest at the last chance to the first boss.



4 Stop at the bottom of the ramp on Map 16 and prepare for the first boss. The battle begins as soon as the party reaches the top.



5 Take a break on Map 17. Use the health point and save the game. Prepare for the final boss.



6 Return to the ... desired. The ... healed, so ... backtrack to ... Approach the ... to face the final ...

ENEMIES (MAPS 2~4)

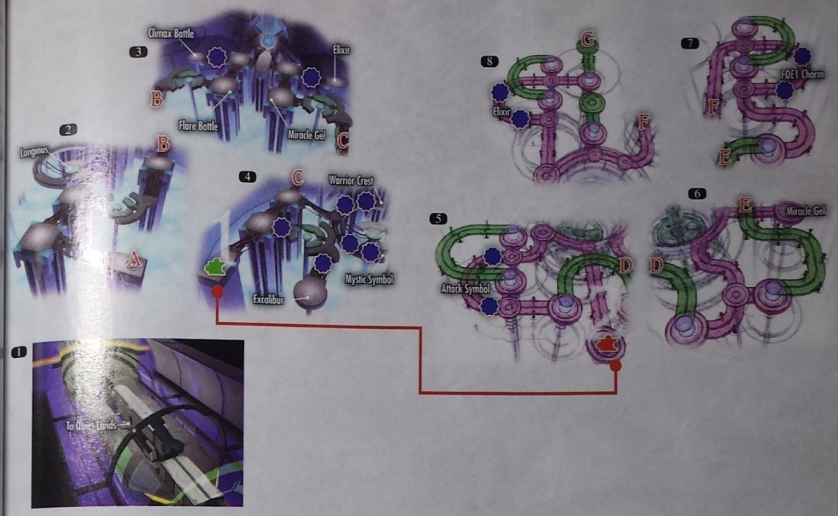


ENEMIES (MAPS 5~8)



ENEMIES (MAPS 9~17)





GOING HOME

The party can return to Werites Beacon at any time by examining the tram door.

PUZZLE BOOTH SOLUTION



The final Puzzle Booth is rather simple. Shoot the moving reflectors from the correct positions to activate the four switches. Senel receives the Puzzle Master title after solving this Puzzle Booth if he's finished all of the Puzzle Booths without resetting.



Step 1: Stand in spot a and shoot the moving reflector to the right when it's in spot b.

Step 2: Stand in spot c and shoot the moving reflector to the right when it's in spot d.

Step 3: Stand in spot e and shoot the moving reflector to the left when it's in spot f.

Step 4: Stand in spot g and shoot the moving reflector to the left when it's in spot h.

ELEMENTS

Fire and Sea are safe elements on Maps 2~4. Shut eres of any other element off for now.

Fire is the only element that's safe and provides bonus damage on Maps 5~8. However, the party can also use Lighting and Earth safely.

Fire is best on Maps 9~18. Sea also works well, but not against Paradise Peepit X. Shut Sea eres off whenever the Peepits make an appearance.

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PREPARING FOR THE FIRST BOSS

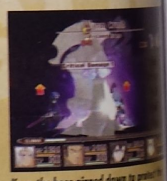
Form a battle party from Senel, Will, Norma, and either Moses or Chloe. Create Senel's Demolition compound eres (Rending Earth + Wynn Rush + another eres). Limit Will and Norma to their best eres and shut off any status attacks, since they're ineffective and wasteful. Will's Spread is useful, since it may knock the boss down and provide an opportunity for Senel to use his Demolition compound eres.



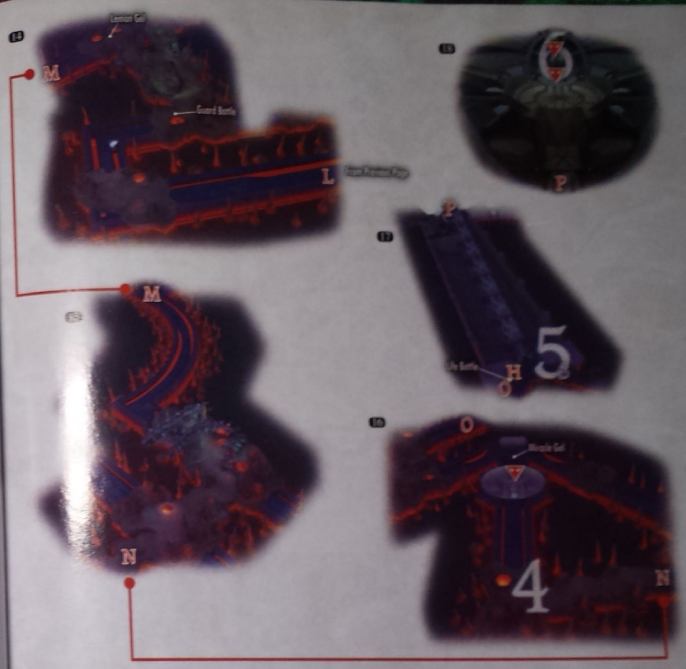
The Royal Automaton focuses on short range attacks, so the crystal eres users should be okay throughout most of the battle. Try to keep the boss surrounded or pushed into a corner, so it doesn't wander too far in either direction. Use Climax Mode the first time the boss thinks about using one of its eres. End it with a Climax Combo and follow up with Senel's Demolition. Keep a close eye on anyone next to the boss and be ready to heal. The party has faced tougher opponents, so this shouldn't be too difficult.



Use Climax Mode the first time the boss prepares to use an eres.



Keep the boss pinned down to prevent its casters, but watch Senel's HP carefully.



PREPARING FOR THE FIRST AND SECOND BOSSES

There's no break between these battles, so the party that fights the first boss must battle the second boss. Senel should lead a party featuring Grune with Bloody Howling or Demon Lance, Norma with Dark Force, and Jay with Shadow Reaper and Fallen Idol + Curse Down. Ensure that all Sea eres are shut off, since they heal the boss. Also check Jay's equipment. He should be equipped with the Chizakura. Make sure the Climax Gauge is full too. Do not prepare for these battles until the party is a step or two from Map 18. The creatures in this area are resistant to Curse, so Jay, Norma, and Grune would be completely ineffective in random encounters.



Begin the fight with Jay's Fallen Idol + Curse Down to immediately lower the boss' Curse resistance, so Grune and Norma's Curse eres are more effective. Stay close to Maurits. Guard against his staff combos; counterattacking as each combo comes to an end. Doing so means Senel causes less damage throughout the battle, but it keeps him alive. Norma and Grune can handle the boss as long as Senel keeps Maurits busy. Focus on surrounding the boss or pinning him in the corner. Save the Climax Gauge. Climax Mode is much more effective in the second battle.



Lower Maurits' Curse resistance with Jay's Fallen Idol + Curse Down compound eres.



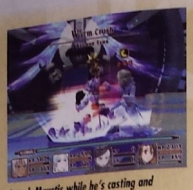
Focus on guarding against Maurits' staff combos while the ladies bombard the boss with Curse eres.

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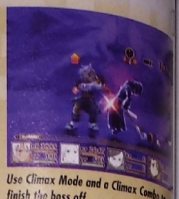


Maurits is far more powerful in the second battle. He uses a wide variety of eres that can rip through the party's HP in seconds. Limit Norma to healing duties by shutting all of her attack-type eres off.

Begin the battle with Jay's Fallen Idol + Curse Down to ensure Grune's attacks cause as much damage as possible. Defense is a key to this battle. Guard regularly to stop Maurits' staff combos. Look for Maurits to begin casting an eres and go on the offensive. He leaves himself defenseless for several seconds while casting an eres, which presents a good opportunity for a big combo. Keep Maurits as far from Grune and Norma as possible. Norma should be very busy casting heals after each of Maurits' spells. Don't rely on her too much. The party may be seriously injured by any of the boss' attacks. If so, use items to recover quickly. Elixirs are useful when someone is KOed. Save Climax Mode for the end of the fight. Wait until only a third or a fourth of Maurit's health remains. The party should be able to finish him off with a big combo and a Climax Combo at the end.



Attack Maurits while he's casting and vulnerable.



Use Climax Mode and a Climax Combo to finish the boss off.

PREPARING FOR THE FINAL BOSS

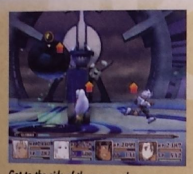
Drop Jay from the battle party and add Moses or Will. Jay and Chloe are poor choices, because they suffer far too much dam[illegible]ge and interfere with Senel's Beast Impact. Limit Norma to Revive, Resurrection and perhaps Cheerleader Taunt. Equip Senel with the Stun Charm accessory, or he'll be unable to do much through[illegible] of the battle. Build Senel's Nerifes Crush compound eres (Rending Earth + Beast + another eres) and assign it to a button along with Beast Impact. Make certain [illegible] eres are turned off, since they heal the boss.



Use Climax Mode at the start of the battle. Doing so may allow the party to use Climax Mode a second time near the end of the fight. The player can also sacrifice Climax Bottles to artificially inflate the Climax Gauge much faster. Follow each Climax Combo with Senel's Nerifes Crush.

Senel must keep Nerifes away from Grune and Norma. They can't go toe-to-toe with the boss and survive. Use three punch combos followed with Beast Impact to knock Nerifes onto the ground. Senel can then follow up with the powerful Nerifes Crush for close to 2000 hit points of damage. Knocking Nerifes down also gives the party a chance to recover. Block often. Senel's attacks rarely stun Nerifes, so it's best to guard and then counterattack.

Nerifes occasionally forms a dark orb that hovers above the ground. He uses different eres attacks while in this form. Though the eres attacks are powerful, they're nothing when compared with his Wrath of the Sea eres. Nerifes launches into the air



Get to the side of the screen whenever Nerifes coils into a ball and hovers above the ground.



Use Beast Impact to flatten Nerifes and follow the attack with Senel's Nerifes Crush.

and slams into the center of the screen. The resulting explosion can wipe out crystal eres users and causes critical damage to iron eres users. Get as far to either side as possible while Nerifes is hovering in the air and the attack should miss Senel. With a little luck the other characters won't be caught in the blast. Quickly heal them with items if they fail to get out of the way.

Don't rely completely on Norma for healing. Use items whenever a character's HP loss is critical. This is especially true if Nerifes ever manages to sneak up on the crystal eres users. Grune and Norma become very unreliable once they're forced to flee from the left corner.

INTRODUCTION

DOWN THE CLIFF

1 Defeat the Egg Bear.



2 Travel to Werites Beacon





Prepare Shirley for combat by equipping her with accessories. This is an easy fight, but don't take the battle for granted. It's a pumped up version of an Egg Bear and causes a great deal of damage with its massive claws. Pummel it with Senel's eres combos while Shirley bombards the boss from a safe distance.

The boss will back up after seemingly being defeated. It has much less HP the second time around, so the fight is even easier. Use the exact same strategy to finish it off for good.



Be aggressive with Senel while Shirley bombards the Egg Bear from a safe distance.





WERITES BEACON

1 Visit Musette's house on the northeast side of town.



2 Travel to Port-on-Rage.



SHOPS

CHAMPION (WEAPONS)

ITEM	COST
Iron Bracers	600
Power Bracers	700
Fire Bolt	850
Mythril Bracers	5,000
Bi-metal	10,000
Dynamic Arts	12,000
Long Sword	800
Gladius	900
Broad Sword	1,000
Ether Sword	4,400
Guru Sword	9,000
Spear	1,200
War Javelin	1,900
Holy Javelin	3,200

ITEM	COST
Gae Bolg	9,000
Knife	3,000
Kachi	4,000
Hammer	600
War Hammer	1,000
Pile Driver	2,000
Express	9,000
Straw	800
Lawn Straw	1,200
Pooped Straw	3,000
Shiba Straw	6,000
Diary	8,000
Quill	7,000

PHALANX (ARMOR)

ITEM	COST
Soft Leather	480
Hard Leather	500
Chain Mail	600
Ring Mail	800
Earmilian Leather	1,200
Mythril Armor	3,000
Bone Mail	4,400
Prooflex	5,000
Rune Plate	8,000
Cloak	800
Amber Cloak	1,000
Bunny Dress	3,000
Fricktail Dress	4,000
Witch's Dress	4,000
Warlock Garb	6,000
Robe	200
Woolly Robe	440
Silk Robe	3,000

ITEM	COST
Rune Robe	6,000
Leather Helm	140
Iron Helm	250
Armet Helm	300
Mythril Helm	1,600
Rune Helm	2,000
Beret	160
Straw Hat	240
Bunny Ears	1,000
Witch's Hat	1,300
Silk Veil	1,300
Circlet	240
Pteragon Iron Tiara	500
Ribbon	400
Blue Ribbon	440
Striped Ribbon	700
Pointy Ribbon	1,200
Star Circlet	1,600

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RED PEPPER (GROCERY

ITEM	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	60
Parsley	40
Egg	50
Milk	50
Ham	60
Tuna	90
Strawberry	100
Whipped Cream	90
Lettuce	50
Tomato	70
Bun	80
Hamburger	120
Pickles	40
Cheese	60
Melon	125
Cream Cheese	0
Beef	180
Chicken	100
Hot Dog Bun	80
Sausage	60
Cabbage	140
Noodles	120
Onion	80
Pork	170
Sauce	60
Mustard	50
Baking Set	200
Skim Milk	60
Custard Cream	100
Chocolate	150
Apple	80
Banana	160
Oil	100
Baking Powder	80
Mushroom	120
Curry Powder	60
Carrot	80
Pepperoni	50
Feta	80
Sohan Jiang	100

GET READY (TOY

ITEM
Apple Gel
Orange Gel
Mellon Gel
Lemon Gel
Pineapple Gel
Miracle Gel
Life Bottle
Panacea Bottle
Fibre Bottle
Syrup Bottle
Shell Bottle
Diner Bottle
Acuity Bottle
Guard Bottle
Holy Bottle
Dark Bottle
Rune Bottle
Magic Lens
Talisman
Poison Charm
Paralysis Charm
Hard Bracelet
Spirit Bangle
Stun Bracelet
Silent Charm
Fire Charm
Freeze Charm
Stone Charm
Barometer Charm
Seal Charm
Panic Charm
Doom Charm
Rabbit's Foot
Cape
Leather Cape
Thief's Cape
Leather Boots
Black Onyx
Moon Crystal

DREAMING TRAVEL

ITEM
Rest

BOMBA



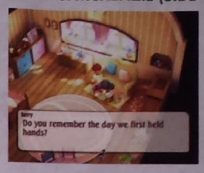
Examine the figurine hanging at the end of Will's bathtub. It's actually a weapon, Bomba, for Grune.

CARMELA (SIDE QUEST)



Talk to Carmela in her home on the east side of Werites Beacon. She presents the party with a Large Basket if all of the recipes available prior to the final boss were collected. The new basket holds thirty breads at a time, which makes it much easier to practice baking.

BERRY & MCKENZIE (SIDE QUEST)



Stop at Berry and McKenzie's home upon returning to Werites Beacon. The couple reminisces about the first time they held hands.

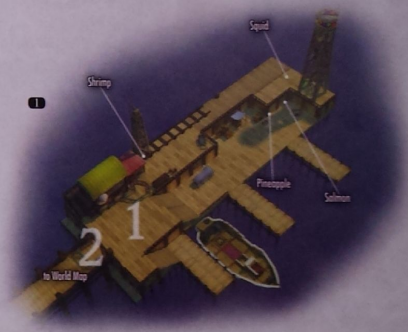
PORT-ON-RAGE



1 Meet Chloe at Port-on-Rage.



2 Return to Werites Beacon.



The party jumps into the middle of a battle on the way back to Werites Beacon. The attacking Lizardmen+ aren't much of a threat. Use eres combos as normal and the party should mop the floor with them.



The Lizardmen+ are no match for Sonel and Chloe.

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RED PEPPER (GROCERY

ITEM	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	40
Parsley	40
Egg	50
Milk	50
Ham	60
Tuna	80
Strawberry	100
Whipped Cream	80
Lettuce	60
Tomato	70
Bun	60
Hamburger Patty	100
Pickles	90
Cheese	50
Melon	200
Cream Cheese	50
Beef	350
Chicken	140
Hot Dog Bun	60
Sausage	60
Cabbage	60
Noodles	120
Onion	80
Pork	170
Sauce	40
Mustard	50
Baking Set	200
Skim Milk	60
Custard Cream	100
Chocolate	150
Apple	80
Banana	160
Oil	100
Baking Powder	80
Mushroom	120
Curry Powder	60
Lemon	80
Pepperoni	50
Tofu	60
Tobon Jiang	100

GET READY (TOOLS)

ITEM	COST
Apple Gel	200
Orange Gel	200
Melange Gel	300
Lemon Gel	1,200
Pineapple Gel	1,200
Miracle Gel	4,800
Life Bottle	2,500
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Diset Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Rune Bottle	200
Magic Lens	10
Talisman	10
Poison Charm	400
Paralysis Charm	400
Heal Bracelet	10,000
Spirit Bangle	10,000
Stun Bracelet	4,000
Stun Charm	4,000
Fire Charm	4,000
Freeze Charm	4,000
Stone Charm	4,000
Restraint Charm	4,000
Seal Charm	4,000
Panic Charm	4,000
Doom Charm	4,000
Rabbit's Foot	2,000
Cape	100
Leather Cape	600
Thief's Cape	3,000
Leather Boots	600
Black Onyx	25,000
Moon Crystal	25,000

DREAMING TRAVELER

ITEM	COST
Rest	10

BOMBA



Examine the figurine hanging at the end of Will's bathtub. It's actually a weapon, Bomba, for Grune.

CARMELA (SIDE QUEST)



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BERRY & MCKENZIE (SIDE QUEST)



Stop at Berry and McKenzie's home upon returning to Werites Beacon. The couple reminisces about the first time they held hands.

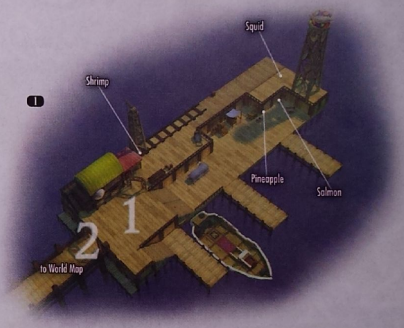
PORT-ON-RAGE

1 

Meet Chloe at Port-on-Rage.

2 

Return to Werites Beacon.



BOSS FIGHT

The party jumps into the middle of a battle on the way back to Werites Beacon. The attacking Lizardmen+ aren't much of a threat. Use eres combos as normal and the party should map the floor with them.



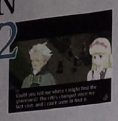
The Lizardmen+ are no match for Senel and Chloe.

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WERITES BEACON



1 Travel to Will's home on the west side of town.



2 Leave Will's home and escort the blind man to the graveyard at the north end of town.



3 Exit the graveyard and [illegible] the local inn and [illegible] registration in the [illegible].



4 Return to Will's home to receive the Sorcerer's Scanner, then prepare to explore Fallingwater~Lumen Spring.

THE 28TH WONDER BAKER



Look for a spinning bonsai tree to the left of the reception desk at the local inn. It's Mimi! The party finds the Croissant recipe.

GIRL TALK & CRIMSON ROSE

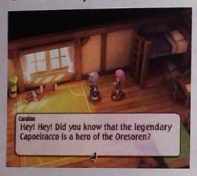


Bu[illegible]ttle party from the four[illegible] to s[illegible]. "Girl Talk" cinema. Use[illegible] sam[illegible]up to fight at least one [illegible] and[illegible]e ladies earn the "Crimson Rose[illegible]".

SORCERER'S SCANNER

The party receives the Sorcerer's Scanner before heading to Fallingwater~Lumen Spring. The scanner is activated by pressing ⊞ and sometimes reveals hidden items or monsters. It's also tied to one of the side quests.

CAROLINE (SIDE QUEST)



Stop at Caroline's house on the eas[illegible] of Werites Beacon. Her obsession [illegible] the Oresoren continues.

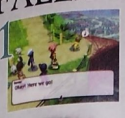


Moses is much stronger than before, but not much of a challenge. Close in quickly and rock him with a string of eres combos. The bulk of Moses' attacks fly over Senel's head at close range, so the fight should be very one-sided. Equipping Senel with the Holy Bracers prior to the battle also makes it easier, since Senel fights alone this time.



Close the gap and pummel Moses at close range.

FALLINGWATER~LUMEN SPRING



1 Follow the mountain road to Map 2 where Norma teaches the party how to use the Sorcerer's Scanner. She uncovers the Bow Key, which is used in the Quiz Grandpa side quest.



2 Norma stops the party again a little further up the road. This time she uncovers some hidden Lizardmen. Be ready to rumble. There are other unique monsters hidden around the world. Look for a hidden Lizard Baker on Map 3.

3 Save on Map 3 before challenging the boss.



PREPARING FOR BATTLE

Sea is especially effective against this boss. Build a battle party from Norma, Grune, Chleo, Jay, and Senel. Jay should carry Gyoten while Seriel is equipped with Dynamic Arts. Limit Grune and Norma to Sea-based eres like Brilliant Lance and Ray. Turn all Curse eres off.

ENEMIES







The Fiend relies heavily on crystal eres. Each eres has a long casting time that leaves the boss defenseless. Attack full force and watch for the boss' casting motion. Special guard to block its eres attack, then resume the assault. Senel can escape this battle without suffering too much damage, but the others are likely to take a beating. Keep an eye on them and command Norma to heal often.



Special guard the boss' eres attacks, then counterattack.

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A Flower and a Promise

Werites Beacon





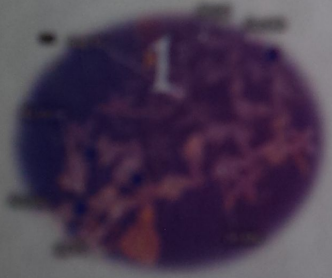
Great Hollow





Enemies















Morning Battle

Momo's Workshop





Werites Beacon





Ethel & the Blue Sephira (Side Quest)



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THE QUIET LANDS

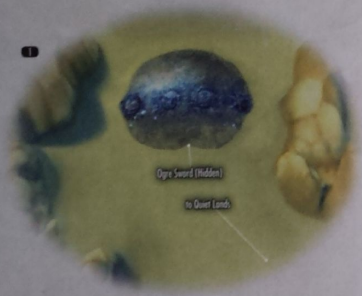
1 

Enter the Thunder Monument.

ENEMIES



1



KYRIL & THE BLUE SEPHIRA (SIDE QUEST)



Stop in the Geoglyph Area on the way to the Thunder Monument. Use the Sorcerer's Scanner to search the base of the Geoglyph and uncover the Ogre Sword.

QUIET LANDS DUCTS



There are new Ducts scattered around the edge of the island. These lead to different far away islands. Search the islands to locate treasures and the Stern Cottage, part of the Quiz Grandpa side quest.

1



THUNDER MONUMENT

1 

Pass through transporter a first to collect the treasures, then pass back through a, b, c, d to reach the exit.

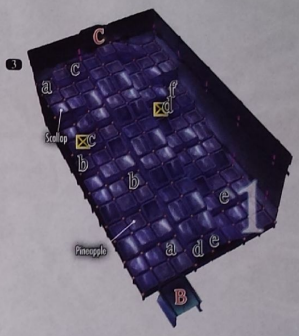
2 

Save on Map 4 and prepare to face the boss. The battle begins as soon as the party enters Map 5.

3 

Return to Werites Beacon.

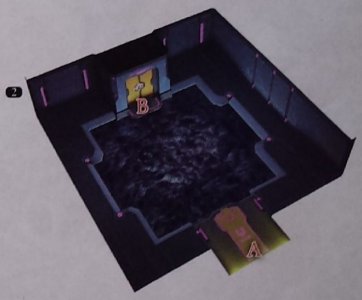
3



ELEMENTS

The creatures within the Thunder Monument are resistant to Lightning eres. Shut all Lighting eres off and turn on any Earth eres. Norma, Senel, Chloe, and Shirley make a good battle party.

2



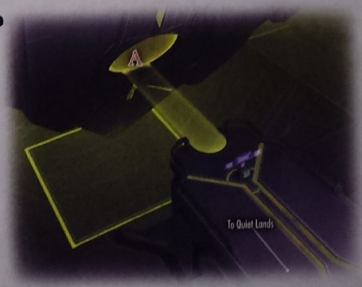
PREPARING FOR BATTLE

Senel, Will, Chloe, and Norma form a good battle party for this boss. Equip Senel with his Serpent Strangle compound eres (Avalanche Drop + Talon Storm + another eres) and Talon Blast. The others can use their best attacks, since the boss has no weaknesses or strengths.

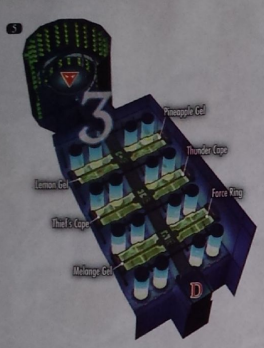
ENEMIES



1



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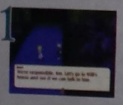


Senel is the key to finishing this battle quickly. Ensure that his TP is full at the start of the battle. Open with Climax Mode and a Climax Combo. Follow up with Senel's Serpent Strangle when the boss is on the ground. From that point just use a combination of Senel's Talon Blast, or another eres that knocks the boss down, and Serpent Strangle. Each series should cause several thousand hit points of damage.

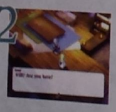


Use a combination of Talon Blast and Serpent Strangle to defeat the dragon.

WERITES BEACON



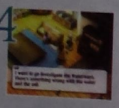
Go to Will's house on the southwest side of town.



Return to Will's home.



Return to Will's home again and go upstairs.



Use the Duct outside Werites Beacon to reach the Waterways.

WATERWAYS

1 Explore the outside path first, then backtrack and follow the inside path deeper into the Waterways.



2 Follow the twisting corridors to the Puzzle Booth on Map 6.



3 Save and restore at the end of Map 9. The boss is just ahead, so prepare accordingly.

ENEMIES









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PUZZLE BOOTH SOLUTION

This is a fairly simple Puzzle Booth. Find the right spot to shoot each of the switches. There are no blocks to move and only three switches in the room.



Step 1: Stand in spot a and shoot north to hit switch 1 and south to hit switch 2.



Step 2: Stand in spot b and shoot into the reflector to the left to ricochet a shot into switch 3.





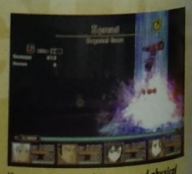


PREPARING FOR BATTLE

Sea-based eres are most effective in the coming battle. Shut all Curse eres off and check the party's equipment before entering battle. Chloe, Senel, Will, and Norma form a solid battle party this time.



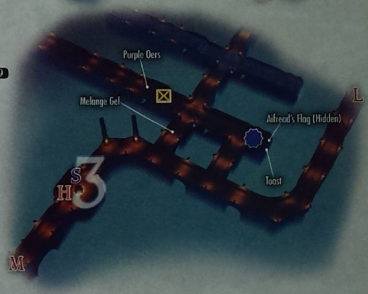
Will is tough. He uses a combination of eres and strong physical attacks. He also moves constantly, which makes him hard to predict and threatens the Crystal eres users in the battle party. Keep Will and Norma in check. Their Sea-based eres are very useful, but they need to be actively healing the party. Change their tactics so they are on defense fifty percent of the time. Issue healing commands manually by opening the pause menu and selecting their healing eres. Senel and Chloe should do their best to keep Will occupied while using combos to pound him into submission.

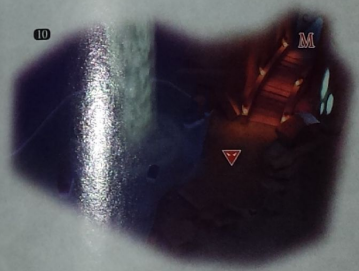


Use a combination of Sea eres and physical attacks to thwart Dark Will.

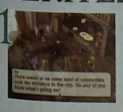








WERITES BEACON

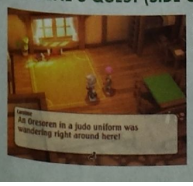


Investigate the disturbance at the town gate.



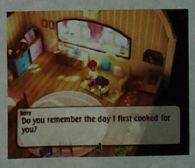
Go to the plaza to meet Norma.

CAROLINE'S QUEST (SIDE QUEST)



Stop at Caroline's just down the street before heading to the town gate. Her obsession with the Oresoren continues.

BERRY & MCKENZIE (SIDE QUEST)



Check in on Berry and McKenzie before going to the town gate. They're reminiscing once more.

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Chasing a Dream

Werites Beacon

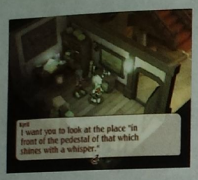


1 Travel to the Man-Eating Ruins via the Duct System.



The 28th Wonder Baker

Check out the arena registration area found within the inn's basement. Look for a spinning flag. It's Mimi! She rewards the party with the Curry Pie recipe.



Kyril & the Blue Sephira (Side Quest)

Kyril has another clue ready. This time the party must look at the place "in front of the pedestal of that which shines with a whisper."

The Man-Eating Ruins



1 Don't miss out on the many treasures on Map 4. There are two hidden items in addition to the many chests. Hop in the Puzzle Booth at the north end when ready to proceed.



2 Prepare to face the boss upon exiting the Puzzle Booth. The enemy waits on the next map.



3 Fight the hidden monsters and collect the hidden treasure before returning to Werites Beacon.



Enemies









Elements

Sea is the only safe element from start to finish. Shut all other elements off. Ensure that Norma is in the party. Her Silence and Resurrection eres are essential when dealing with Black Lily X's lethal eres assault.

Puzzle Booth Solution

This Puzzle Booth's focus centers on pushing ten blocks around to form a bridge from the entrance to the Duct.



Step 1: Pull block 1 to spot A and push block 2 to the floor.

Step 2: Pull block 3 to spot B and push block 4 to the floor.

Step 3: Pull block 3 to spot C and push block 5 to the floor. Repeat the step on the opposite side of the room with block 6.

Step 4: Use the six blocks on the ground to create a bridge from the left staircase to the two blocks near the Duct.

Step 5: Push block 7 to the floor and then pull block 8 onto block 7. Senel can then reach the Duct by running around the top of the room.

Kyril & the Blue Sephira (Side Quest)

Use the Sorcerer's Scanner at the top of the boss' room to find a Turquoise. Check back with Kyril later for another clue.



Preparing for Battle

The party faces two Crystal eres users. Senel should lead Chloe, Will, and Norma. Turn all Fire eres off and turn Ice eres on.

Use Climax Mode at the start of the battle and focus on eliminating the Bloody Bed. It should fall very easily. With the Bloody Bed out of the picture, the Mindflayer is easy to destroy. Trap it in the corner with Chloe and Senel and just keep punching. It shouldn't be able to do much, if anything, with two iron eres users pounding it continuously.



Defeat the Bloody Bed with Climax Mode, then pin the Mindflayer down.



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WERITES BEACON



Go to Will's house in the morning.

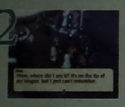


Use the Lighthouse to reach the Quiet Lands and the Ice Monument.

ICE MONUMENT



Remember to avoid the ice stalagmites that jut up through the floor periodically when passing through Map 3.



Climb the stairs at the back of the Ice Monument when ready to battle.



Return to Werites Beacon.

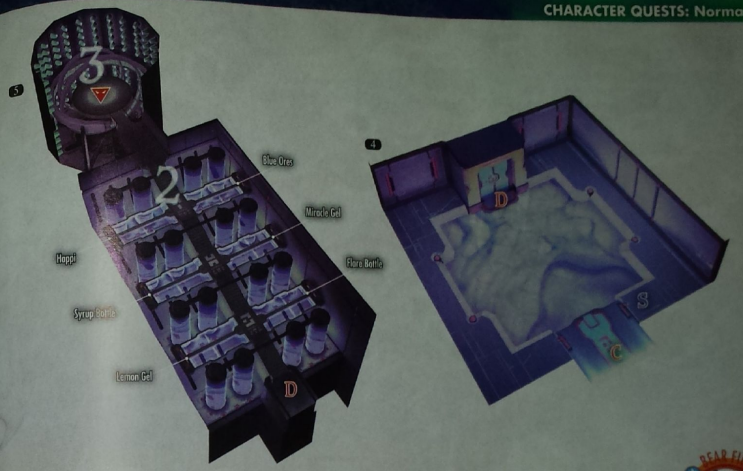


ENEMIES



ELEMENTS

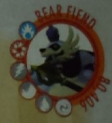
Fire and Curse are the best elements in this area. Focus on Fire with Will, Grune, and Shirley. Senel can take the fourth spot, but equip him with the Ghost Shell bracers if possible. The same party should work fine against the boss, but the Ghost Shell bracers can be dropped in favor of something more powerful.



Senel just needs to keep the boss occupied while the crystal eres users bombard it. Use a combination of Whirlwind Talon Blast and Rending Earth to keep the boss busy. Senel may take a beating, since he's the boss' immediate target. Guard when Senel's health is low until someone heals him completely.



Keep the boss occupied while the crystal eres users assault it from safety.



WERITES BEACON



Go to the hospital.



Rush to the inn.



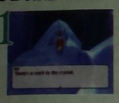
Check the graveyard to find Norma.



Exit the graveyard, and then head to the Crystal Forest.

CRYSTAL FOREST

1



Explore the new path through the crystal on Map 6. Take a moment to save before entering. A boss is waiting just ahead.

2



Pass through the shimmering lights to reach the deepest depths of Crystal Forest.

ENEMIES

















ELEMENTS

Sea eres are most effective in this place. Take Senel, Chloe, Will, and Grune in the battle party. Shut off Lightning and Curse eres off.





PREPARING FOR BATTLE

There is a chance to add Norma to the battle party just before the boss fight. She can assist with healing, but there's really no reason to add her. Stick with Grune, Will, Chloe, and Senel.



Start the battle with Climax Mode and pound on Dark Norma with Chloe and Senel. Finish with a Climax Combo and Senel's Rending Earth. The boss should already be hurting pretty badly. Maintain a relentless assault with Whirlwind Talon Blast to keep the boss off balance and unable to cast. Will and Grune should be able to cut through Dark Norma's health fairly quickly so long as Chloe and Senel keep her busy.



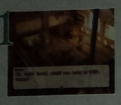
Use Whirlwind Talon Blast to keep Dark Norma from casting.

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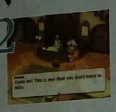
INTERLUDE

WERITES BEACON

1 Go to Will's home.



2 Find Norma at the inn.

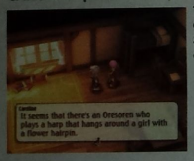


3 Return to Will's home.



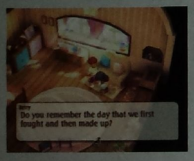
4 Use the Duct to reach the Village of the Ferines.

CAROLINE (SIDE QUEST)



Take a moment to visit Senel's neighbor, Caroline, before going to Will's house. She's found new "evidence" of Oresoren activity.

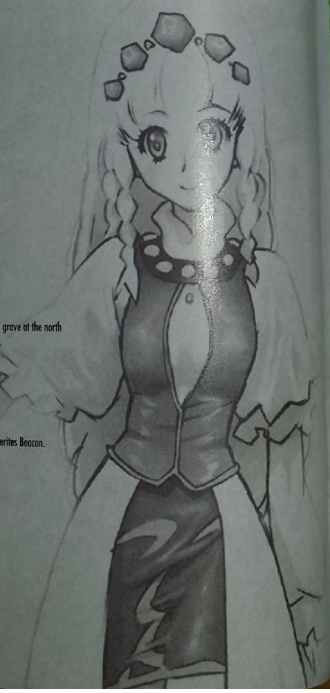
BERRY & MCKENZIE (SIDE QUEST)



Stop at Berry and McKenzie's home on the way to Will's house. The couple reminisces about their first fight.

KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

Kyril has another clue. This time check "behind the seat where the king of the water prepares for public view." The next item must be in the Village of the Ferines.



VILLAGE OF THE FERINES

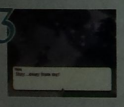
1 Go to Maurits' building.



2 Look for the grave at the north end of town.



3 Run to the village entrance to fight the boss.



4 Return to Werites Beacon.









SHOPS

SHY PEDDLER (PEDDLER)

ITEM	COST
Apple Gel	100
Orange Gel	200
Mulberry Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Ether Bottle	300
Panacea Bottle	150
Elixir Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Heart Bottle	1,000
Ability Bottle	1,000
Sword Bottle	1,000
Hide Bottle	200
Dark Bottle	200
Magic Lens	10
Unicorn's Horn	1,500
Healing Utensils	1,500
Holy Bracers	3,000

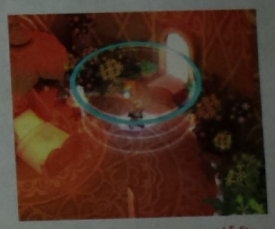
ITEM	COST
Harmonia	2,400
Archi	4,000
Air Shower	2,000
Silver Straw	1,800
Spirit Robe	1,800
Dual Helm	800
Black Onyx	25,000
Moon Crystal	25,000
Butter	30
Egg	50
Hot Dog Bun	80
Sausage	60
Cabbage	60
Baking Set	200
Skim Milk	60
Red Bean Paste	70
Egg Mud Cream	100
Chocolate	150
Milk	100





KYRIL & THE BLUE SEPHIRA

Check Shirley's room before leaving the village. Use the Sorcerer's Scanner to examine the patch of light on the floor near the window. The party finds a Revive Ring instead of the Blue Sephira. Return to Kyril later to get the next clue.



PREPARING FOR BATTLE

Prepare for the boss a[illegible]isiting the grave at the north end of town. The boss is weak to Sea elements and strong against Curse elements. Build a party from Senel, Norma, Will, a[illegible]une. Limit the crystal eres users to Sea eres. Senel should be equipped wi[illegible]n FOE3 Charm.

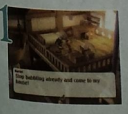
This Fiend is much tougher than the previous Fiends. It uses powerful short range combos and iron eres. Senel can keep the boss busy while the crystal eres users attack it from a distance. Counter the enemy's attacks with a combination of Whirlwind Talon Blast and Rending Earth. Toss the boss away from the crystal eres users to keep them safe. Play very defensively, or Senel will suffer. Save Climax Mode for the end of the battle, when the boss' attacks increase in ferocity.



Use Senel to draw the boss away from the crystal eres users.

WERITES BEACON

1 Go to Will's house.

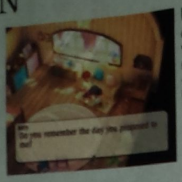


A Place To Call Home

Werites Beacon



Use the Duct to reach the Hidden Fortress.



BERRY & MCKENZIE (SIDE QUEST)

Check in on Berry and McKenzie one last time before leaving Werites Beacon. They're reminiscing of the day McKenzie proposed to Berry. The party receives the Clear Shell, an item that's combined with others in the Craft Stop to create the Skeleton Mask, for having listened to all of the couple's loving recollections.

Hidden Fortress



The first half of this dungeon is simple. Get to the Puzzle Booth on Map 3.



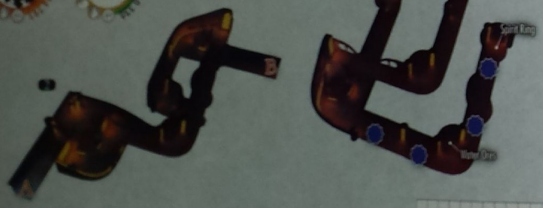
The second half of the dungeon is much easier this time around. The sentinels have been deactivated, so it's clear sailing except for random enemy encounters. Don't miss the hidden treasure and monster on the way to Map 7. Prepare for the boss before leaving Map 6.

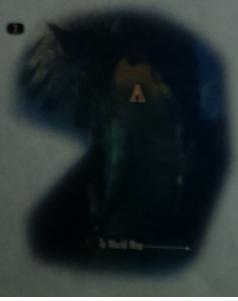


Return to Werites Beacon.

Enemies







Puzzle Booth Solution

Find a way through the mass of blocks on the right side by rearranging them. Shoot the two switches to open the Duct.



Step 1: Move block 1 up two spaces so Senel can reach the area to the right.

Step 2: Pull block 2 back one space and push block 3 forward one space so block 4 can be pushed up next to block 2.

Step 3: Push blocks 5 and 6 one space forward, then pull block 2 up one space and push it back so it's against the stationary block near the steps.

Step 4: Move block 7 up two spaces so a line is forming on the northeast wall. Then move 5 to the left side of block 7.

Step 5: Pull and push block 8, so it is below block 2. Then move block 9 two spaces to the left, so block 10 can be moved up one space.

Step 6: Stand at the top of the stairs near the Duct and shoot switch 11.

Step 7: Move block 12 near the Duct and blast the second switch 13.







Elements

Lightning and Curse elements are most effective in the Hidden Fortress. Ensure that all Earth or Sea eres are turned off. Also check the battle party's gear to ensure no Sea weapons are equipped.

Preparing for Battle

Senel, Chloe, Will, and Norma form a good battle party this time. Create Senel's Overlord Surge (Rending Earth + Dragon Crush + another eres) and assign it to a button along with Whirlwind Talon Blast. Limit Norma to healing eres and shut off any negative status attacks.

The Chariot Gaet is extremely powerful and capable of causing devastating damage. Keep an eye on the party's HP throughout the battle and use items to heal when the crystal eres users are slow to react. The primary assault comes from Chloe and Senel this time. Use Senel's Whirlwind Talon Blast to knock the boss over and punish it with his Overlord Surge. Save Climax Mode. Use it when the party is in trouble and needs a moment to recover.

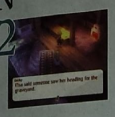


The combination of Senel's Whirlwind Talon Blast and Overlord Surge is too much for the Chariot Gaet.

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WERITES BEACON

1 
Go to Will's house.

2 
Find Chloe in the graveyard.

3 
Visit the hospital.

4 
Use the Lighthouse elevator to reach the Quiet Lands and the Earth Monument.

EARTH MONUMENT

1 
The sentinel tiles are still active on Map 3. Avoid them or the party is forced back to the entrance. The final two tiles are tricky. Wait for them to hit the left side at the same time, then pass the first tile and stand at the left end of the second tile's path. Wait for the first tile to come back to the left, and then go to the right end of the first tile's path. Pause until the second tile passes to the left and quickly run to the ramp on the right. It's also possible to stand on the blue junction between the tiles and slip through the sentinels unscathed.

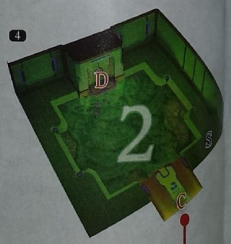


2 
An event on Map 4 moves the party to Map 5. Backtrack to use the save point before facing the boss.



3 
Return to Werites Beacon.





ENEMIES





ELEMENTS

Naturally all Earth eres should be turned off and Lightning eres turned on. Elements play an insignificant role in this dungeon though, so the battle party can easily consist of three iron eres users if desired.

PREPARING FOR BATTLE

Equip Senel with the FOE3 Charm before facing the boss. Sea elements are most effective and Curse eres should be avoided. Senel, Will, Grune, and Norma make a good party once again.

THE 28TH WONDER BAKER


Look for a spinning daruma doll near the exit on Map 3. It's Mimi! She provides the Churros recipe before running off.

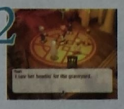


This battle is much like the last Fiend fight. It attacks with a limited number of eres preferring to attack with its staff. Senel must keep the boss occupied with Whirlwind Talon Blast and Rending Earth combos while the others bombard it with Sea eres. Make sure Senel is facing the rest of the party, so he always throws the Fiend away from the others. Block and counterattack the Fiend's staff attacks, or Senel could take serious damage.


Occupy the boss with Senel while the others attack from a distance.

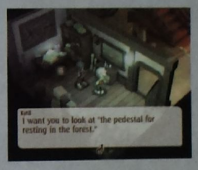
WERITES BEACON

1 
Go to the hospital.

2 
Seek Chloe in the graveyard.

3 
Return to the hospital.

4 
Use the Duct to travel to the Forest of No Return.



KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

Talk to Kyril again before leaving town. His next clue is, "the pedestal for resting in the forest." It sounds like he's referring to the Forest of No Return.

PREPARING FOR BATTLE

Equip Senel with the Holy Bracelet for the next boss fight. He's alone, so having the bracelet helps a great deal. Also hit the save point on the way to the graveyard.





Defend against Chloe's attacks and then counterattack.

Defense is the key to this fight. Guard against Chloe's eres and then counterattack with three quick punches and Whirlwind Talon Blast followed with Rending Earth. Chloe may occasionally break Senel's guard, but it shouldn't matter. The damage caused is generally negligible. Just defend again and wait for the next opportunity to attack. There's no reason to use Climax Mode during this fight.

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FOREST OF NO RETURN



1 Take the following path through the forest from Map 3 to Map 17: A, B, C, F, G, L, N, O, P, Q, S, T, U, W. This path allows the party to collect all of the items along the way and find the hidden treasure on Map 6 and the hidden monster on Map 5.

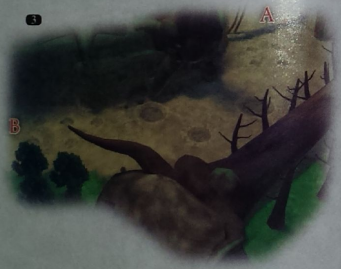
2 Use the save point and health point on Map 10 before facing the boss on Map 11.

ENEMIES











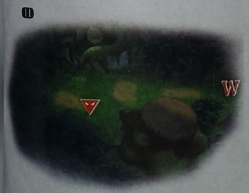














ELEMENTS

Fire and Curse eres should be shut off in this area. Ice and Sea are most effective.

KYRIL & THE BLUE SEPHIRA

Use the Sorcerer's Scanner to check the large crater in the old bandit camp. The party finds a pair of Elven Boots. Check with Kryil again later to get the next clue.



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PREPARING FOR BATTLE

Once again Sea is the best element and Curse is ineffective. Have Senel lead Will, Norma, and Grune into battle. Limit Norma to healing, so she can keep the party running.

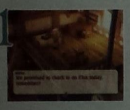


Dark Chloe is very difficult to attack at close range. She can easily break Senel's guard and performs long, powerful combos. It's best to guard often and just try to punch her between attacks. Let the crystal eres users do most of the work and keep Dark Chloe away from them. This is a difficult battle, so be ready to use items if necessary. Save Climax Mode until the party is in trouble and needs a moment to recover, or until Dark Chloe's health is down to about a third of it's starting value.



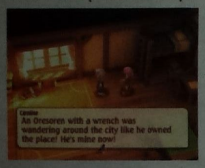
Keep Dark Chloe away from the crystal eres users by guarding more than attacking.

WERITES BEACON



1 Go to the hospital.

CAROLINE (SIDE QUEST)



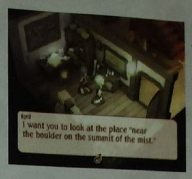
Take a moment to visit Caroline once more before heading to the hospital. Speak to her two times to receive the Capoeiracco Robe, the final reward for this quest.

OF MAN AND BEAST

WERITES BEACON



1 Travel northeast to reach the Misty Mountains.



KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

Talk to Kyril before leaving town. His new clue is "near the boulder on the summit of the mist." The next treasure is hidden in the Misty Mountains.

MISTY MOUNTAINS



1 The Misty Mountains are easy to navigate. Don't miss the hidden monster, Tempura Angler, next to the first save point.



2 Zigzag across the ravine on Map 5 to reach Map 6. Don't forget to backtrack south on the left side of the ravine to get the last treasure on Map 4. Save at the second save point and prepare for the boss.



3 Return to Werites Beacon.

ENEMIES





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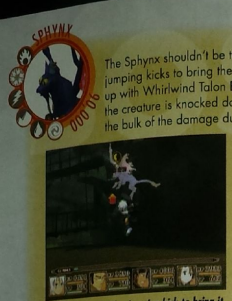
PREPARING FOR BATTLE

Senel should lead a battle party consisting of Will, Norma, and either Moses or Grune. Elements play no part during this battle, so any eres can be used. Ensure that Senel is equipped with Whirlwind Talon Blast and Rending Earth.

KYRIL & THE BLUE SEPHIRA



Don't rush off after the boss fight. Use the Sorcerer's Scanner to check the mountain's peak and find the Mabo Pie recipe.



The Sphynx shouldn't be too much trouble. Attack with jumping kicks to bring the boss to the ground and follow up with Whirlwind Talon Blast. Use Rending Earth anytime the creature is knocked down. Senel can be used to cause the bulk of the damage during this fight. Just keep forcing the Sphynx away from the rest of the party and the fight should be won easily.

Tag the enemy with a jumping kick to bring it down to Senel's level.

WERITES BEACON

1



Go to Will's house.

2



Use the Duct to reach the Far Shore of Raging Bay, then travel west to find the Crags.

THE CRAGS

1



The party begins in the middle of Map 1. Don't miss the treasure behind the party's starting position.

2

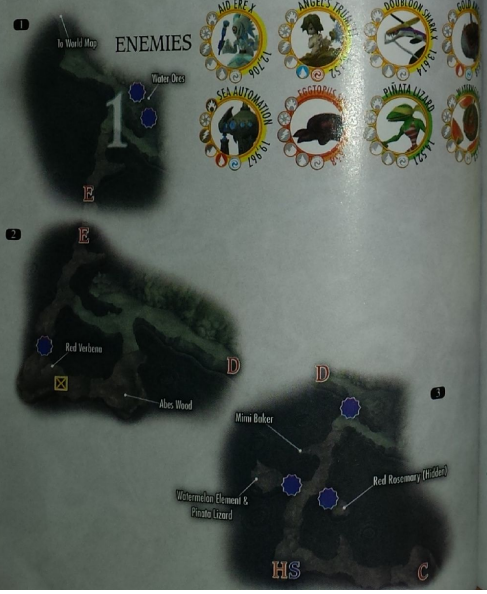


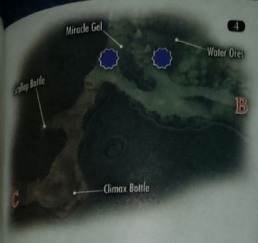
Get ready to face the boss before entering Map 6. The fight is triggered automatically.

3



Backtrack to Werites Beacon.







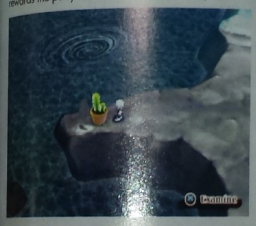


ELEMENTS

Avoid using Sea and Curse elements in this area. The other four elements can be used safely, but fail to provide any advantage. The other option is to turn eres on or off depending on which enemies appear in each battle.

THE 28TH WONDER BAKER

Look for a spinning cactus on Map 3. It's Mimi! She rewards the party with the Baumkuchen recipe.



PREPARING FOR BATTLE

Make preparations to fight the boss before stepping onto Map 6. Shut off all Lightning eres and turn on any Earth eres. Will, Chloe, Shirley, and Senel are good choices to form a solid battle party.

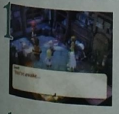
Chloe and Senel can trap the Fenrir in the corner using a combination of Senel's Whirlwind Talon Blast and Chloe's Cold Rain: Omega. Let Will bombard the boss with Extension while Shirley uses Ground Dash: Extension may even instantly annihilate the boss. Pay close attention to Chloe and Senel through the battle. The Fenrir is strong and can slowly chip away at the iron eres users even while taking a beating.



Trap the Fenrir in the corner to keep it away from the crystal eres users.

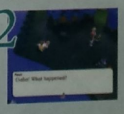
WERITES BEACON

1



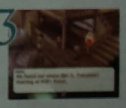
Go upstairs to check on Moses.

2



Rush to the Bandit Camp at the north end of town.

3



Return to Will's house.

4



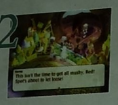
Use the Duct to reach the Bandits' Lair.

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BANDITS' LAIR



Check out the basement before heading to the Puzzle Booth on the second floor. The party finds a valuable pair of Persian Boots at the end of Map 5.



Use the save point on Map 6 and prepare for battle. Enter Map 8 to face the boss.

ELEMENTS

Sea is the only element to avoid initially. Curse is most effective, so Grune is an excellent choice in this dungeon. Ensure that Senel is equipped with the Ghost Shell bracers for the best effect.





PUZZLE BOOTH SOLUTION

This is a tricky variation on the first Puzzle Booth. Move the blocks to create a path to the Duct.

Step 1: Move block 1 to spot A.

Step 2: Move block 2 to spot B.

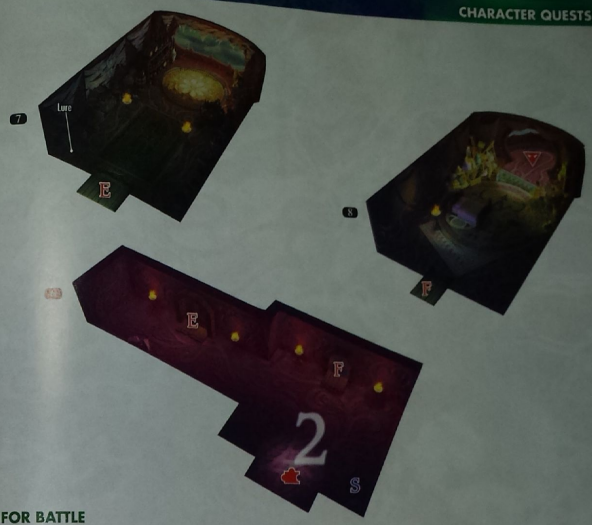
Step 3: Cross the room and move block 3 to spot C to open the path to the Duct.











PREPARING FOR BATTLE

The coming battle is a difficult one, so the party should be well prepared. Senel, Chloe, Jay, and Norma make an excellent battle party. Create two compound eres: Chloe's Wolf Rising (Ice Strike + Eagle Rising + another eres) and Jay's Fallen Idol + Sea Down (Dagger + Ice Storm + Sparrow Hawk). Don't bother assigning them to buttons; they aren't used much, so it's better to manually order the characters to use the attacks at the appropriate times. Do assign Sword Rain: Omega and Dark Wind to shoulder buttons, so Senel can command Chloe and Jay to attack non-stop while Climax Mode is in use. Ensure that all characters have a Sea-based weapon equipped if possible. Also check the Climax Gauge to make certain it's full. Limit Norma to healing eres only. Shut off all negative status attacks, since they're ineffective and wasteful during this encounter.

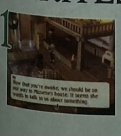
Rabid Giet is the real threat in this battle. Attempt to force Rabid Giet and Dark Moses into a corner at the start. Activate Climax Mode immediately and call on the three iron eres users to assault Rabid Giet with their best attacks. Continue pounding away at him until he falls. Chloe's Wolf Rising can help keep the Galf pinned down, but it's a counterattack and often less effective than Sword Rain: Omega. Keep the focus entirely on Rabid Giet until the Galf is eliminated (even if Dark Moses escapes from the corner). Dark Moses is powerful, but not a major threat. He's completely ineffective at close range. Pin him in a corner or between two iron eres users and he won't last long. Jay's Fallen Idol compound eres can lower the boss' Sea resistance. This reduces his defenses even further and ensures the party's victory.



Eliminate Rabid Giet before worrying about Dark Moses.



WERITES BEACON



Go to Musette's house.

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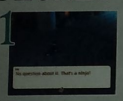
THE GUARDIAN AND THE GUARDED

WERITES BEACON

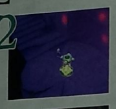


Travel by Duct to the Secret Passage.

SECRET PASSAGE



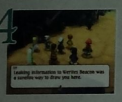
Push through to Map 3 where there's a save point and a health point. Prepare to face the first boss on the next map.



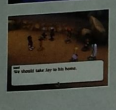
Continue on to Map 5 and enter the Puzzle Booth before the old Oreseren village.



Stop at the save point just outside of the Old Oreseren Village and prepare to face the second boss.



The party pursues the enemy to the northeast edge of Map 7. Take a moment to explore the Old Oreseren Village before moving on. Don't miss the hidden monster, Beebeep Chick.



Continue past the village to Secret Passage's distant exit. The party must backtrack to the World Map and the Duct, but take a moment to explore Mountain Path at the end of Secret Passage.

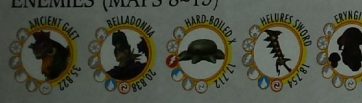


Exit Secret Passage and use the Duct to travel to Oreseren Village.

ENEMIES (MAPS 2~6)



ENEMIES (MAPS 8~13)



ELEMENTS

The creatures in the first half of the dungeon are resistant to Lightning and weak to Earth elements. After the Old Oreseren Village the creatures are resistant to both Lightning and Curse, but weak to Earth and Sea elements.

PUZZLE BOOTH SOLUTION



Rearrange the blocks to shoot the lone switch. Then rearrange the blocks once again to create a bridge to the Duct.

Step 1: Push block 1 down off of the raised platform so it rests in spot A.

Step 2: Use block 1 as a bridge to push block 2 to the ground.

Step 3: Move block 3 to spot B, block 2 to spot C, and block 3 to spot D to create a bridge to block 4.

Step 4: Pull block 4 across the bridge to spot E. Stand where block 4 was and shoot straight left to bounce a shot into the switch.

Step 5: Move blocks 1 and 2 to spots F and G.

Step 6: Shove block 4 off the raised platform and into spot H.

Step 7: Pull blocks 5 and 6 out of the corner carefully and push them off the raised platform near the Duct.

Step 8: Rearrange blocks 1, 2, 3, 5, and 6 to create a bridge to the block 7.

Step 9: Shove block 7 off of the raised platform and enter the Duct.

KYRIL & THE BLUE SEPHIRA



There's only one clue left. Check "the crossroads in the kingdom's secret passage." Fortunately Secret Passage is the party's next stop.

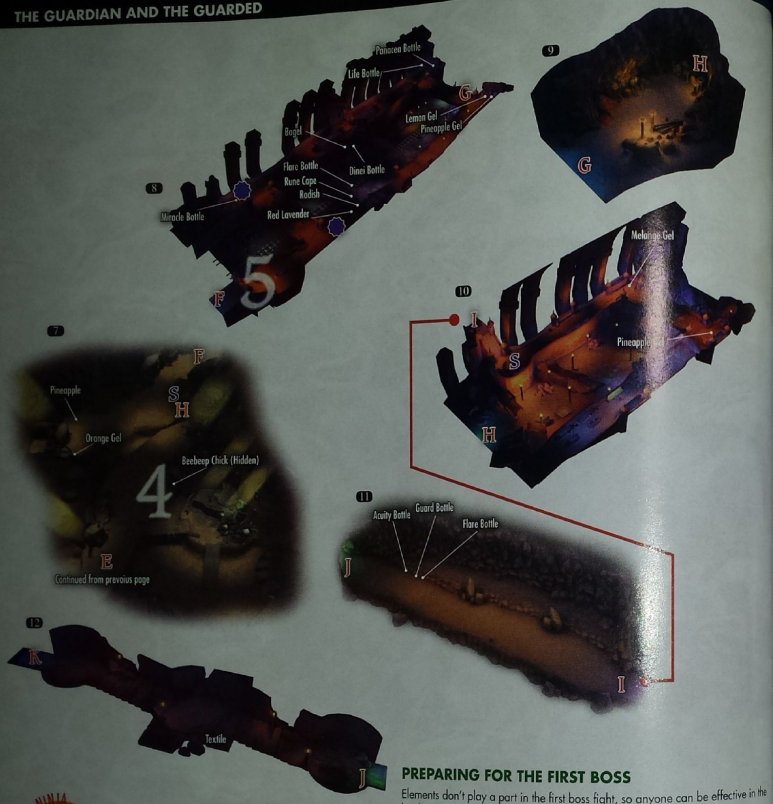
KYRIL & THE BLUE SEPHIRA



Check the southeast corner of Map 4 after fighting off the Ninja. The Sorcerer's Scanner reveals the Blue Sephira! Return it to Kyril to view the reward, a special cinema. The party gets to keep the Blue Sephira when all is said and done.



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PREPARING FOR THE FIRST BOSS

Elements don't play a part in the first boss fight, so anyone can be effective in the battle party. However, Senel, Chloe, Jay, and Norma are the best option.



Bosses don't get much easier than this. The Ninja is a pushover when faced with three iron eres users. Equipping Senel with a Restraint Charm can make it even easier, but it isn't necessary. Just pin the boss between the iron eres users and pummel him with combos.



Trap the Ninja between two or more characters and beat him into submission.

PREPARING FOR THE SECOND BOSS

Take Senel, Jay, Norma and another character into this battle. Shut all Curse and Earth eres off while turning on any powerful Sea and Lightning eres. Create Jay's Brimstone Plague + Lightning Down compound eres (Ghost Blade + Pyre + Silent Lightning) and assign it to a shoulder button. Also consider equipping Senel with the FOE1 Charm, though it isn't essential.

Focus the entire party on Belladonna first. Its low HP makes it very easy to eliminate. Trap Beelzebub between Jay and Senel once Belladonna is gone. Use Jay's Brimstone Plague + Lightning Down to lower the boss' Lightning resistance even further. Use Climax Mode to finish the creature off.



Defeat Belladonna immediately, then focus on Beelzebub.





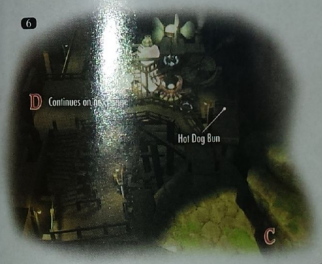
ORESOREN VILLAGE



Go to the Scallop Brothers' home.



Return to Werites Beacon.







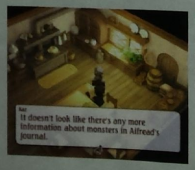
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WERITES BEACON



Go to Will's home.





Use the Duct to reach the Ruins of Frozen Light.

KAZ & AIFREAD'S JOURNAL (SIDE QUEST)

Stop in Kaz's home on the west side of Werites Beacon before leaving town. Talk to him about hidden monsters, which the party should've already found at this point, and he rewards the party with Aifread's Hat. Moses also earns the "Pirate" title.

RUINS OF FROZEN LIGHT



The party moves to the northeast edge of Map 2 upon entering the ruins. Continue through the door and find the way to the Puzzle Booth on Map 6.



Proceed to the back room, Map 10, on the left side of Map 9 after exiting the Puzzle Booth. Be ready to face the boss before going through the door.



Backtrack out of the Ruins of Frozen Light and return to the Oreseren Village.

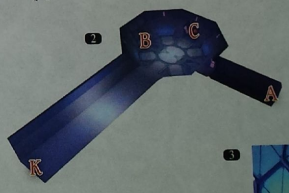
ENEMIES



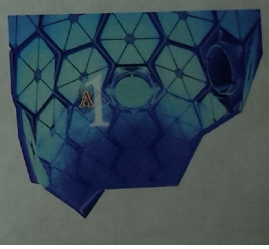












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PUZZLE BOOTH SOLUTION

This is a very tricky Puzzle Booth that involves moving a number of blocks to create multiple bridges. There are four switches placed around the room.



Step 1: Stand at spot a next to the Duct and shoot left to bounce a shot into switch 5.



Step 2: Move block 1 to spot B, block 2 to spot C, and block 3 to spot D.

Step 3: Shoot switch 6 from the ground.

Step 4: Move block 3 to spot e, then pull block 4 to spot F.



Step 5: Move block 3 to spot G, then push block 4 off the raised platform.

Step 6: Stand in spot H and shoot switch 7.

Step 7: Move block 4 to spot I.



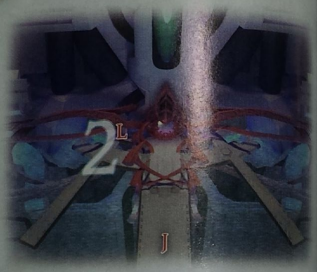
Step 8: Stand in spot I and shoot switch 8.

Step 9: Move block 1 to spot K. Stand on block 1 and shoot switch 9 to open the Duct.

9



8



7



Continued from the previous page

PREPARING FOR BATTLE

Create a battle party from Senel, Norma, Will, and Grune. Limit everyone to Fire and Sea eres only. All other elements are resisted. Make certain Senel is equipped with an FOE3 Charm.



This is much like the previous Fiend battles. Senel must keep the boss occupied while the crystal eres users bombard it from safety. Use a combination of Whirlwind Talon Blast and Rending Earth to punish the boss at close range. Remember to keep Senel facing the rest of the party so his throws toss the enemy away from the others. Crystal eres like Ancient Nova and Big Bang can cut the boss down quickly.



Throw the boss away from the crystal eres

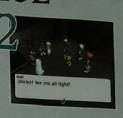
ORESOREN VILLAGE

1



Go to the Scallop Brothers' home.

2



Meet the others at the village entrance.

3



Return to Werites Beacon and use the tram in the Lighthouse to reach Mirage Palace.

MIRAGE PALACE

1



Fight to Map 5 where the party must pass through a series of transporters to reach the large gate at the end. The best path through the transporters is a, b, c, e. Gather the treasures along the way.

2



Use the health point and save point beyond the large gate and continue on to the Puzzle Booth on Map 10.

3



The transporter puzzle on Map 11 hasn't changed. Use transporters a, b, f, j to get through quickly, or a, b, f, d, g, e, f, a, b, f, j to collect all of the items on the way through. Will offers to assist if the party spends too much time in the maze.

4



Stop at the health point and save point on Map 13 and prepare to face the bosses. Pass through the doors and down the long hall to initiate the battle.

ENEMIES (MAPS 2~4)



ENEMIES (MAPS 5~8)



ENEMIES (MAPS 9~13)



ELEMENTS

Shut off Lightning and Sea eres on Maps 2~4. Curse and Earth elements work best in these areas.

Maps 5~8 are home to creatures resistant to Fire, Ice, and Sea. It's best to use Curse through these maps.

The final stretch to the boss, Maps 9~13, is littered with nasty creatures. Limit the entire party to Fire and Sea elements.

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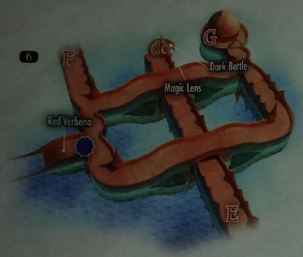
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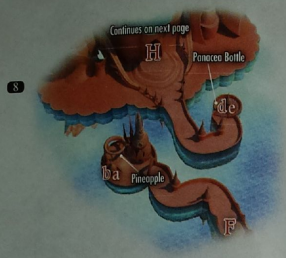


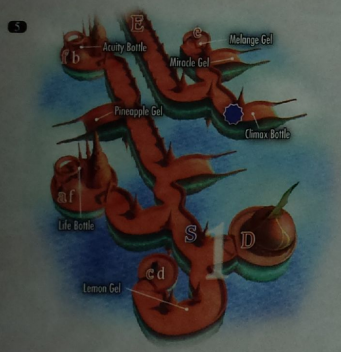
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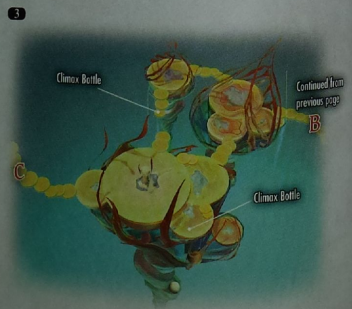






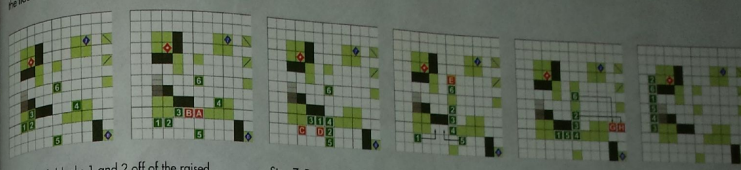






PUZZLE BOOTH SOLUTION

Carefully reposition the initial blocks, so the party can knock all of the blocks to the floor. Then arrange the blocks to shoot the switches and reach the Duct.



Step 1: Push blocks 1 and 2 off of the raised platform. Pull block 2 so it sits next to block 1.

Step 2: Pull block 3 out of the corner and off of the raised platform.

Step 3: Move block 2 to spot A and block 1 to spot B to create a bridge.

Step 4: Cross the bridge and push block 4 to the floor.

Step 5: Move block 2, so it sits next to block 3. Shove block 4 into the space where block 2 sat previously. Push block 2 between blocks 4 and 5.

Step 6: Cross the bridge and pull block 5 over one space.

Step 7: Return to the floor and move block 3 to spot C to get it out of the way, then pull block 1 to spot D. Move block 4 where block 1 sat a moment before and then return block 3 to its position at the start of Step 7.

Step 8: Cross the bridge again and shove block 5 to the floor.

Step 9: Move block 1 back three spaces, then move block 2 next to spot 6. Position block 3 next to block 2. Move block 4 over one space so it's next to block 3. Then move block 5 and block 1 into the gap.

Step 10: Cross the bridge and shove block 6 to the floor.

Step 11: Stand at spot e and shoot down/left into the reflector to hit the first switch.

Step 12: Move blocks 2 and 6 to spots G and H.

Step 13: Stand in spot H and shoot the second switch by aiming down/left.

Step 14: Move all six blocks to the top/left side of the room to create a bridge from the stairs to the Duct.





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PREPARING FOR BATTLE

The battle ahead is a challenging one. It features a powerful duo of fighters that's capable of devastating casters, so limit the party to Senel, Chloe, Jay, and Norma. Ensure that all of Norma's attack eres are turned off, so she's limited to healing. Jay's Fallen Idol (Dagger + Ice Storm + another eres) can be equipped, but it really isn't necessary. Equip Norma with a Revive Ring and a Holy Symbol if possible to help keep her in the battle. The other characters should equip protective accessories that guard against physical damage.



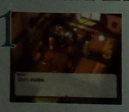


Ignore Dark Jay at the start. Solon is the greater threat. Quickly surround Solon and trigger Climax Mode. The three iron eres users should be able to chip away around half of his health. Finish him off with a Climax Combo and Rending Earth. Use knockdown attacks like Whirlwind Talon Blast and Dragon Strike to repeatedly drive Solon to the ground and follow up with Rending Earth over and over until the enemy is defeated. Dark Jay isn't too difficult to defeat once Solon is gone. Surround him and try to keep him pinned in one spot. Norma should be able to keep the party alive until the battle is finished.



Attack and eliminate Solon as quickly as possible.

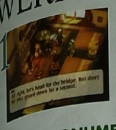
WERITES BEACON



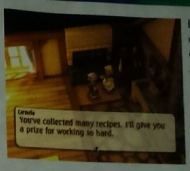
Check for Grune on the second floor of the Dreaming Traveler.

BIRTH

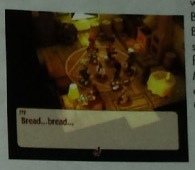
WERITES BEACON



Use the Duct to reach the Far Shore of Raging Boy, then travel north to the Bridge.



Keep baking and unlocking new recipes until the party has mastered all of them except for the Meat Stew Bread Bowl. At that point, speak to Carmela in the house next to Senel's. She rewards the party's efforts with the Meat Stew Bread Bowl recipe. Jay also receives the "Home Cooking" title.



Also stop by the empty house with a waterwheel on the east side of Werites Beacon once the party has the Meat Stew Bread Bowl Recipe. The party hears a suspicious sound upon entering the house for the first time. Exit and re-enter to find Mimi resting on her bed. Examine her to earn the Baker's Hat and Shirley's "Poster Girl".

THE FIRE MONUMENT, MIMI, & CARMELA



Take a moment to explore the Fire Monument in the Quiet Lands. There are some excellent treasures to be found, but more importantly Mimi makes an appearance on Map 3. She presents the party with the Fish Stew Bread Bowl recipe. This is the last time she shows up as a spinning object.

BRIDGE: LEVEL 1



There's not much to do on Level 1. The door at the end is still unlocked, so the party can easily proceed to the Puzzle Booth and then Level 2.

ENEMIES



ELEMENTS

Avoid using Curse eres or weapons on the first level. Sea elements are especially effective against the tough Devil Automaton, which appears frequently.









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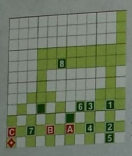




PUZZLE BOOTH SOLUTION



Push the blocks into the holes to create a bridge to the Duct. Be very careful when moving the blocks. A block can't be recovered once it's been dropped into a hole without resetting the puzzle.



Step 1: Push block 1 one space into the hole next to it.

Step 2: Do the same with block 2.

Step 3: Push block 3 one space up/left.

Step 4: Do the same with block 4.

Step 5: Pull block 5 away from the wall, then shove it up/left one space. Go around the block and shove into spot A.

Step 6: Pull block 6 back three spaces, then push it down/left two spaces. Pull it up/left one space and then go around the block and push it up/left to spot B.

Step 7: Push block 7 up/left one space.

Step 8: Push block 8 down/right five spaces, then down/left six more. Pull the block one space up/left, and then go around and push it to spot C.

BRIDGE: LEVEL 2



Level 2 is simple, since there's nobody to chase this time. Feel free to explore the area, but there are no items to be found.

ENEMIES





BRIDGE: LEVEL 3



Use the health point and save point at the bottom and then head up the stairs. Look for chests along the way.

ENEMIES



ELEMENTS

Limit the party to Fire and Sea eres from this point forward. The Ghost Galf and Mummy Bear are resistant to other elements.



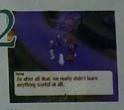




BRIDGE: LEVEL 4



Proceed to the save point on Map 4. Take a moment to prepare for the boss before passing through the large door ahead.



Return to Worlites Beacon.

ENEMIES







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PREPARING FOR BATTLE

Prepare Senel, Jay, Will, and Norma for the coming battle. All Lightning Eres should be turned off, Earth eres are effective, but leave them off too. Create Jay's Fallen Idol + Fire Down compound eres (Dagger + Ice Storm + Flame Dagger) and assign it to a shoulder button. Also assign Norma's Revive to a shoulder button and limit her to healing eres and maybe Ancient Nova. Will should be limited to Big Bang and maybe Extension.

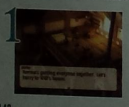


This fight is similar to the first Vaclav battle, but Dark Vaclav is stronger and uses a few new attacks. Begin the fight with Climax Mode and strike Vaclav with Jay's Fallen Idol + Fire Down to increase the effectiveness of Will's Big Bang and Norma's Ancient Nova. Finish Climax Mode with a Climax Combo and follow it with Rending Earth. Use a combination of Dragon Strike for damage and Whirlwind Talon Blast to knock Dark Vaclav down for the rest of the battle. Follow each knockdown attack with Rending Earth. Keep ordering Norma to heal. Jay should take a beating up close, but Senel can survive with good defense. Watch Dark Vaclav carefully and guard against his quick melee combos and eres assaults.



Defense is important. Guard against Dark Vaclav's melee combos and eres.

WERITES BEACON



1 Go to Will's house.

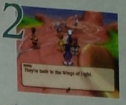


2 Use the Duct to reach the Altar of the Sea.

ALTAR OF THE SEA



1 Progress through the dungeon to the save point on Map 5. Prepare to face the boss before climbing the steps on Map 6.



2 Backtrack out of the Altar of the Sea and use the tram in Werites Beacon to reach the Wings of Light.

ENEMIES



ELEMENTS

Curse is the only safe element in this dungeon. The party can switch tactics with each new battle if desired, but it's best to stick with Will's Extension and Norma's Tractor Beam and Black Hole. Make sure Senel and Chloe have weapons with Curse attributes or no attribute at all.













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PREPARING FOR BATTLE

Take Senel into battle along with Norma, Will, and Shirley. Create and equip Senel's Ogre Drop (Ground Slam + Dragon Blast + another eres) along with a Stone Charm. Also give Will a Stone Charm. He can always assist the other casters if they're turned to stone. Limit Will to Extension and Norma and Shirley to Tractor Beam along with their normal healing eres. Make sure Senel also has the Impact eres assigned to a button.

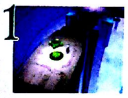


The Anubis Megant is a formidable foe. Its melee attacks are powerful and its charge attack can strike the entire party and makes it impossible to pin the enemy down. Defense is extremely important. Defend the boss' melee attacks and counterattack with Impact followed with Ogre Drop if the boss is knocked to the ground. Try to keep the boss away from the crystal eres users. Knock it down quickly if it gets too close or charges into them to give them a chance to run to the opposite side of the screen.



Use Impact and Ogre Drop to keep the boss on the ground and away from the crystal eres users.

WINGS OF LIGHT



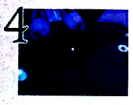
1 Pass through the first few areas to the Puzzle Booth on Map 4.



2 Continue through the purple and green maze by using the circular transporters to move up and down the levels.



3 Look for a save point and health point on Map 10. There's a long way to go still, so make the most of this opportunity.



4 Stop at the health point and save point on Map 17 and rest. The boss is at the top of the long ramp. Don't prepare for the boss battle until the party reaches the top edge of Map 17.

ENEMIES (MAPS 2~4)



ENEMIES (MAPS 5~8)



ENEMIES (MAPS 9~17)

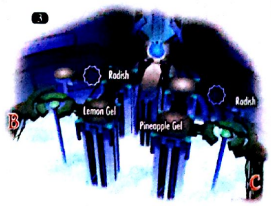


ELEMENTS

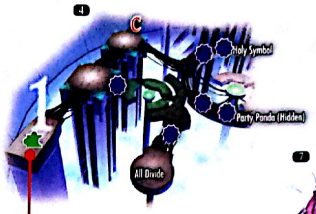
Avoid Lightning, Fire, and Sea elements on maps 2~4. Use Ice, Earth, and Curse instead.

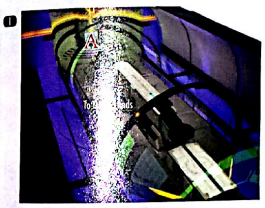
Sea and Curse should be avoided on maps 5~8, but Sea resistance is very rare. Feel free to use Sea eres and just shut them off when a resistant creature appears.

Fire is the only safe element from map 9 to the end. The other elements are resisted by one or more creatures. Tiamat is the only creature resistant to Sea, but it's best to shut Sea elements off and rely on Fire.





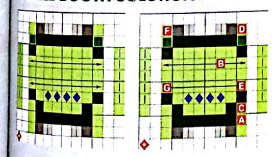








PUZZLE BOOTH SOLUTION



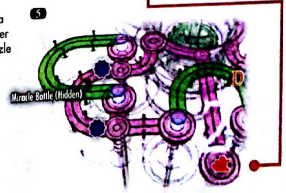
Stand in the proper spots and shoot the reflectors at the correct time to bounce a shot into each of the four switches. Senel earns the "True Puzzle Master" title after solving this Puzzle Booth if the player has solved all of the Character Quest Puzzle Booths without game assistance.

Step 1: Stand in spot A and shoot right as the slower reflector crosses spot B.

Step 2: Stand in spot C and shoot right as the slower reflector crosses spot B.

Step 3: Stand in spot D and shoot down as the fast reflector is in spot E.

Step 4: Stand in spot F and shoot left as the fast reflector is in spot G.



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PREPARING FOR BATTLE

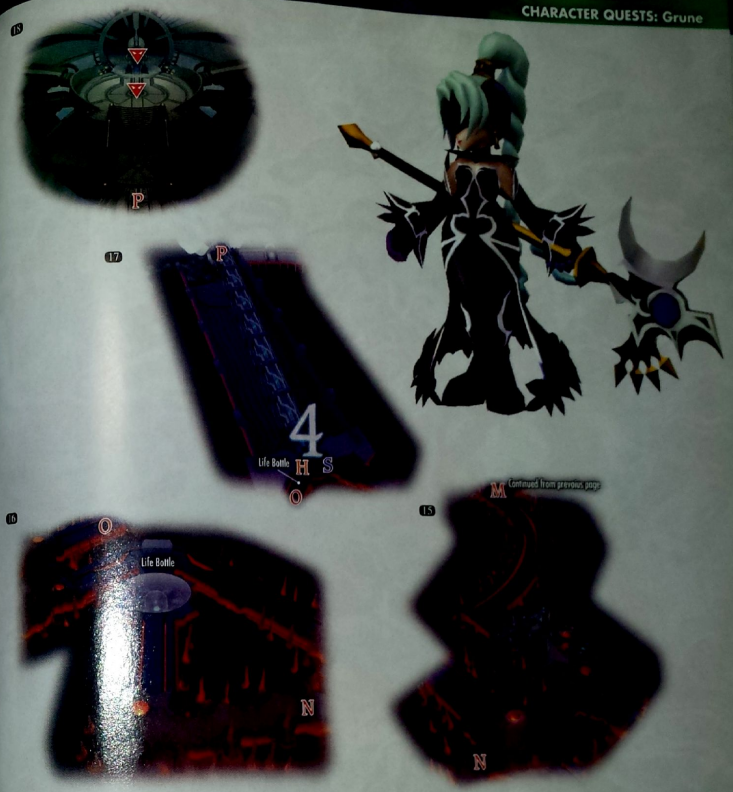
Senel, Norma, Shirley, and Grune, added at the last moment, form a good party for this battle. Equip Senel's Kaiser Gears if he has them (Craft Stop recipe) and create the Killing Time compound eres (Rending Earth + Phoenix Strike + another eres). Limit Norma to Revive and Resurrection. Grune and Shirley should be limited to Sea-based eres once the battle begins. Ensure everyone has a Doom Charm if possible.



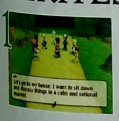
Attack with Climax Mode at the start of the fight and use the Climax Combo immediately. The party can often cause well over 24,000 points of damage, which is a huge help. Guard against Schwartz's attacks and counterattack with Whirlwind Talon Blast. With a little luck and timing Senel can knock Schwartz down and use Killing Time to really cause some damage. Mainly try to keep the casters safe, so they can bombard her with Sea eres. Also keep commanding Norma to cast Revive throughout the battle. The only time she shouldn't be casting is when Schwartz is near and she needs to run.



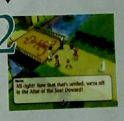
Try to catch Schwartz with Whirlwind Talon Blast while she's casting.



WERITES BEACON



1 Return to Will's house.



2 Use the Duct to reach the Altar of the Sea.

WRAPPING THINGS UP

This is a great time to finish up the side quests (if there are any that remain incomplete). It's also a good time to hunt for additional Eres Stones if any of the crystal erens are still holding onto a scroll.

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ALTAR OF THE SEA & THE CRADLE OF TIME



1 The party automatically bypasses the bulk of the Altar of the Sea dungeon and immediately appears at its peak. Enter ready to fight the first boss. Defeat Pandemonium Gaet.



2 Examine the glowing altar to travel to the Cradle of Time.



3 Use the health point and enter the glowing circle to face a series of six bosses. Defeat them all in a row without running to proceed. Remember to heal between battles and adjust attacks as necessary. Breed comes in really handy here.



4 Take a moment to return to Werites Beacon to save and restock on items after defeating the last of the six bosses. Return to the area and prepare to face Dark Senel and Dark Shirley before proceeding.



5 Defeat Dark Senel & Dark Shirley.



6 The party can return to town once again to save if desired. Otherwise, pass through the transporter to face a second series of six bosses.



7 Return to Werites Beacon one last time to stock up on items, rest, and save. Note this is also the last opportunity to complete side quests. Reenter the Cradle of Time when ready to face Schwartz.



PREPARING FOR THE FIRST SIX BOSSES

Senel, Chloe, Norma, and either Moses or Jay. Jay's compound eres can be useful, but Moses tends to take less damage. Limit Norma to Revive and Resurrection for most of these battles.

Senel Overlord Surge + Death (Rending Earth + Dragon Crush + Dragon Strike) for the Grand Gaet.

Chloe's Carapace Gambit (Gambit + Focus + Demon Fang Fury) for the Base Turtle

Jay's Tragic Gale + Fire Down (Ghost Blade + Silent Reaper + Flame Dagger)





Knock the boss down with Impact then attack with Dag Surge.

Attack the Sea Gaet with Senel, Chloe, Grune, and Norma. Strike the boss with Senel's Impact to knock it down then follow up with the Dag Surge compound eres (Avalanche Drop + Twin Demon Fist + another eres). Dag Surge doesn't work every time, but the damage it causes is worth the risk and TP. Limit Grune to Judgment and Norma to healing eres. This isn't a difficult fight, but expect a long battle due to the boss' high HP.



Create and equip Senel's Overlord Surge + Death compound eres (Rending Earth + Dragon Crush + Dragon Strike) prior to the battle. Knock the Grand Gaet to the ground with Whirlwind Talon Blast and follow with Overlord Surge before it can get back up. Senel, Chloe, and Jay take a beating, so keep Norma casting a constant stream of Revive.



Batter the boss with Senel's Overlord Surge.





Punish the boss with the combination of Chloe's Sword Rain: Omega and Senel's Whirlwind Talon Blast.

Guard whenever an exclamation point appears over the boss' head to avoid its steam release. Assault the boss with a combination of Whirlwind Talon Blast and Rending Earth while Chloe uses Sword Rain: Omega to break the boss' guard. Senel should be able to make quick work of the boss with the help of the other iron eres users.





Act quickly. Attack the nearest Galf and push it back to the second. Trap the two Galves in the corner and unleash a barrage of Sword Rain: Omega and Whirlwind Talon Blast. Watch Norma if one of the two Galves should escape. Use Climax Mode if she's ever in trouble. Keep the Galves pinned down and this battle is a breeze.



Pin the Galves in the corner and keep them there.





Weaken the boss' Fire resistance, so Norma's Ancient Nova is more effective.

Jay should join the party for this battle. Create his Tragic Gale + Fire Down compound eres (Ghost Blade + Silent Reaper + Flame Dagger) and assign it to a shoulder button. Unleash Jay's Tragic Gale and allow Norma to bombard the boss with Ancient Nova. Otherwise, pin the Zephyr in the corner and keep it trapped there with a combination of Whirlwind Talon Blast, Sword Rain: Omega, and Rending Earth.



Senel and Chloe should be equipped with Stone Charms for this fight. The boss' gaze can instantly petrify party members. Otherwise, attack quickly and pin the boss in the corner. The party should easily pin the boss down and prevent it from casting. Keep using the combination of Sword Rain: Omega and Whirlwind Talon Blast.



Beware of the boss' petrifying gaze.

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Create and equip Senel's Writhing Demon compound eres (Ground Slam + Shadow Rush + another eres). Also give Senel a FOE2 Charm to protect him from the boss' red FOE. Pin the boss between Senel and Chloe and attack with Whirlwind Talon Blast. Watch for the boss to curl up and use Writhing Demon to cause major damage. The party should be able to control and defeat the Dinowyrm pretty easily.



Keep the Dinowyrm pinned between Senel and Chloe.

PREPARING FOR DARK SENEL AND DARK SHIRLEY

The battle party should remain as Senel, Chloe, Norma, and Jay. Check to ensure that Norma is limited to Revive and Resurrection and Senel has Whirlwind Talon Blast and Rending Earth ready to use.





Charge Dark Senel at the start and use Climax Mode as soon as Senel is within his reach. Ignore Dark Senel and dash past him to reach Dark Shirley. She's the true threat. Gang up on her and use a Climax Combo. The party won't be able to defeat her that easily, but the hardest part of the battle should be over. Keep pounding on Dark Shirley no matter where Dark Senel goes. Use healing items to keep Norma alive if necessary, but don't let Dark Shirley escape the three iron eres users. Ideally the party can trap the two bosses together, but not always. Dark Senel is a pushover once Dark Shirley is eliminated. Surround him and use a combination of Sword Rain: Omega and Whirlwind Talon Blast to bring him to his knees.



Focus on Dark Shirley from the start.

PREPARING FOR THE SECOND SET OF SIX BOSSES

Elements can play a bigger part the second time around. Drop Jay in favor of Grune, Will, or Shirley. Adjust their eres for each battle to give the party an advantage. The most common weaknesses are Lightning and Earth, so Will's Extension is typically the most useful spell. However, Grune has greater offensive potential.



Allow Norma (and possibly Shirley) to attack with Ground Dasher during this battle. Pin the Gulf between Chloe and Senel and the crystal eres users should be able to strike from complete safety. Keep it pinned down with Sword Rain: Omega and Whirlwind Talon Blast.



Ground Dasher is effective in this fight.



This creature is fairly simple. It can poison the party, but otherwise it isn't much of a threat. It doesn't hurt to have Will in the group for Recover and Extensions. Make sure all Earth eres are turned off. Pin the enemy between Chloe and Senel once again while the crystal eres users bombard it from a distance.



The boss' poison is annoying, but not life threatening.



Equip Senel with Overlord Surge (Rending Earth + Dragon Crush + another eres) once again. All Earth eres should remain off. Knock the boss over with a combination of Sword Rain: Omega and Whirlwind Talon Blast, then follow up with Overlord Surge. Chloe and Senel should be able to keep the beast away from the crystal eres users throughout most of the battle.



Senel's Overlord Surge can make for an easy fight.



Turn all Fire eres off. Will should join the party for now. Limit him to the Shooting Stars eres. Equip Senel with Serpent Strangle (Avalanche Drop + Talon Storm + another eres). Knock the boss over with Senel's Dragon Strike and Whirlwind Talon Blast and follow up with Serpent Strangle. Keep the Dragon pinned between Chloe and Senel and attack its back so it can't interrupt the eres.



Knock the boss over and attack with Serpent Strangle.



Give Senel and Chloe Restraint Charms to protect them from the boss' web. Trap the boss between Chloe and Senel, so only one of them can be caught in its pincers at a time. That allows the other to attack the boss in the back for a short time without fear of counterattack. Knock the boss over as usual with Whirlwind Talon Blast and throw it to the ground with Rending Earth.



Surround the boss to prevent it from grabbing two characters at a time.



Create Senel's Demolition (Rending Earth + Wyrm Rush + another eres) and assign it to a button. Knock the boss down with Dragon Strike and Whirlwind Talon blast, then attack the enemy with Demolition before it can rise. Keep the boss pinned in the corner and away from the crystal eres users or it can cause some serious trouble. The easiest way to do so is to keep Senel's back toward the other party members, so the boss is tossed way from them when Demolition is used.



Demolition makes short work of the Royal Automaton.

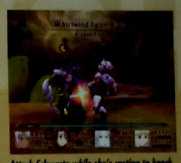
PREPARING TO FACE SCHWARTZ

Sea is the only safe element in the coming battle. Shut all other eres off. Take Senel, Norma, Grune, and Shirley into battle. Create Senel's Killing Time compound eres (Rending Earth + Phoenix Strike + another eres) and assign it to a button. Also equip Senel with the Kaiser Gears (Craft Stop). Limit Norma to Revive and Resurrection. Grune should be limited to Judgment and Shirley to Tidal Wave. Ensure that all Curse eres are turned off and no weapons with a Curse attribute are equipped, since both can heal the boss.



Resist the urge to use Climax Mode. The party needs it for the second round. Focus on hitting Schwartz with Dragon Strike and Whirlwind Talon Blast between Schwartz's combos to knock her down and then crush her with Killing Time. Keep Norma casting a constant stream of Revives by putting the command on a shoulder button and tapping it each time she casts. Grune's Judgment and Shirley's Tidal Wave can cause significant damage to the boss when Senel is forced to block. The party only needs to obliterate half the boss' health to end the first round.

The second round is when things get serious. Immediately restore lost HP and TP. Use Climax Mode at the start, so the gauge has time to refill. Also use Climax Bottles to speed things up a bit. Block and counterattack and try to protect the crystal erens in the same manner as the first round. The boss now uses a variety of powerful eres. This makes the battle tougher, but also a bit easier. Watch for her to cast and immediately attack with three punches and Whirlwind Talon Blast. Senel can usually knock Schwartz down before the eres is cast, which also gives him a great opportunity to use Killing Time. Resurrect Norma quickly if she falls, so she can keep the party healed. Also use TP recovery items whenever a caster is knocked out and resurrected. It's a tough fight, but the key is to keep the boss busy and command Norma to heal constantly.



Attack Schwartz while she's casting to knock her down.



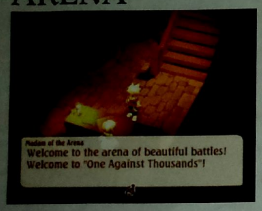
Senel's Killing Time is the party's greatest weapon.

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Side Quests

There are numerous side quests hidden throughout Tales of Legendia. Most begin during the second half of the game (in the character quests), but a few begin during the main quest and end during the character quests. Pay close attention to the information provided. Some side quests have very specific requirements that must be fulfilled at specific moments in the game.

Arena



The arena is found in the Dreaming Traveler's basement during the character quests. The grand opening is actually a part of the character quest introduction, even though the battle that takes place isn't a true arena event. The party can test their combat skills in the arena at any time and earn some really cool items and heaps of gald.

There are two battle types in the area: Single Battle and Party Battle. Single Battle pits the lead character against a series of three enemies. Party Battle allows the entire battle party to take on three monster groups. Party Battles tend to be slightly easier than Single Battles, but both are challenging. Each round, except for the special rank, costs a small amount of gald, but the cost is negligible and nothing when compared with the potential rewards.

The party or character in each arena battle must win the series without using items. Damage caused in each round is carried over to the next. Defeat is meaningless, so feel free to try over and over again. The party only loses the gald spent to enter the arena and nothing else.

Single Battle

Senel is the best choice for Single Battles. Equip him with a Holy Symbol, so he's slowly healed, and another accessory depending on the rank. Guard and counterattack each enemy. Don't run in and attack recklessly. Back off if his HP gets too low to give the Holy Symbol a chance to work. All eight characters should attempt to clear the "Advanced" rank to earn a special title. Prepare the others in the same manner and practice speed casting with crystal erens.

BEGINNER (500 GALD)

Round 1:	Yellow-Bellied Hopper
Round 2:	Boss Bear X
Round 3:	Knock Megant
Prize:	Life Bottle, Flare Bottle, Dinni Bottle, 5000 Gald
Replay Prize:	Apple Gel, Orange Gel, Melange Gel, 5000 Gald

This is a simple group. Equip the character with a Poison Charm to prevent the Hopper's poison from taking effect in the first round.

INTERMEDIATE (1000 GALD)

Round 1:	Dandarantula
Round 2:	Yes Diva
Round 3:	Peepit
Prize:	Life Bottle, Flare Bottle, Dinni Bottle, Acuity Bottle, Guard Bottle, Climax Bottle, 10,000 Gald
Replay Prize:	Lemon Gel, Pineapple Gel, Miracle Gel, 10,000 Gald

Equip a Stone Charm for this series. The Yes Diva's gaze can end the fight very quickly.

ADVANCED (1500 GALD)

Round 1:	Tree Turtle
Round 2:	Seaweed Angler
Round 3:	Storm Dragon
Prize:	(See NOTE) 30,000 Gald, "Fist of Lightning" Title (Senel), Brainy Champ Title (Will), Soul Edge Title (Chloe), Bubble Master Title (Norma), Brawl Master Title (Moses), Joy the Assassin Title (Jay), Her Majesty Title (Grune), Angry Mastress Title (Shirley)
Replay Prize:	Melange Gel, Miracle Gel, Scallop Gel, Life Bottle, Syrup Bottle, Shell Bottle, 30,000 Gald

The Seaweed Angler is a tough opponent. Back off regularly to heal. Senel's Scale Assault can make the fight much easier.

SPECIAL (0 GALD)

Round 1:	Mimi
Prize:	Heaven's Claw, 500,000 Gald

Mimi is extremely tough. She fights much like Chloe and can break an opponent's guard with ease. Use quick knockdown attacks and moves to thwart her and keep moving. An extreme Evasion level is an absolute must for this battle.

NOTE: The Advanced Class for Single Battle awards a special item (weapon or armor) depending on the character used, not just a title. These items are all very useful.

Party Battle

Senel, Chloe, Will, and Norma tend to be the best party for these fights. Limit Norma to healing and resurrecting in most fights.

BEGINNER (1000 GALD)

Round 1:	Sand Lizard (x4)
Round 2:	Blue Golf, Phyrox
Round 3:	Megant, Golures Sword, Golures Shield
Prize:	Life Bottle (x2), Flare Bottle, (x2), Dinni Bottle (x2), 10,000 Gald
Replay Prize:	Apple Gel (x2), Orange Gel (x2), Melange Gel (x2), 10,000 Gald

Watch the party's crystal erens in the second and third rounds. The Phyrox usually goes straight for them and so does the Golures Shield. Try to pin both down, so the crystal erens can safely eliminate them with long range spells.

INTERMEDIATE (2000 GALD)

Round 1:	Hopper (x2), Hopperfly (x2)
Round 2:	Burning Eryngi (x2), Kes Element, Yes Element
Round 3:	Peepit Chick (x3), Electric Angler
Prize:	Life Bottle (x3), Flare Bottle (x3), Dinni Bottle (x3), Acuity Bottle (x3), Guard Bottle (x3), Climax Bottle (x3), 20,000 Gald
Replay Prize:	Lemon Gel (x3), Pineapple Gel (x3), Miracle Gel (x3), 20,000 Gald

Will's skills are essential to this rank. The Hoppers and Hopperflys can really hamper the party early on without his help. Also, pay close attention to elements during the second round. The party can easily end up healing the enemies if they use the wrong equipment or erens.

ADVANCED (3000 GALD)

Round 1:	Lightning Bear, Paradise Peepit X, Mandrake
Round 2:	Plain Ere, Charm Ere, Ice Ere
Round 3:	Lion Goat, Hard-Headed Hopper
Prize:	Extreme Symbol, Elixir, 60,000 Gold
Replay Prize:	Melange Gel (x4), Miracle Gel (x4), Scallop Gel (x4), Life Bottle (x4), Syrup Bottle (x4), Shell Bottle (x4), 60,000 Gald

Beware of the Mandrake in the first round. Its spells are lethal. Eliminate it immediately to protect the crystal erens. The three Eres (Plain, Charm, and Ice) in the second round are equally deadly, but can be pinned down and eliminated quickly.

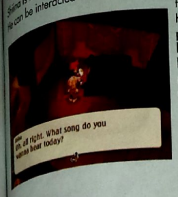
SPECIAL: (0 GALD)

Round 1:	[illegible]ons, Isabella
Prize:	[illegible]onia Symbol, 1,000,000 Gold

It takes a very high level and lots of skill to defeat these two. Revive Rings, Holy Symbols, and the Persian Boots are a must. Protect Norma at all costs. The battle is likely lost if she's eliminated, since items can't be used. Ensure that she has a Rebirth Doll equipped.

Shiina's Songs

Shiina is the piano player found at the back of the Dreaming Traveler's basement. Talking to Shiina can be interacted with once the character quests have begun. Talk with Shiina to hear various songs from the game. His selection is very limited at first, but players can unlock additional songs by bringing him certain types of bread when he requests them. The breads Shiina requests are Toast, Pizza, Crepe, Flan Cake, and Mabo Curry Pie.



STORY

SONG	BREAD
Heart Rest of the Fountain	—
The Ballad Song	Pizza
Lullaby	Crepe
Sweet Dreams	Flan Cake

MAP

SONG	BREAD
Knight's Lair	—
A Lizard's Whisper	—
Sweet Twelve O'Clock	Toast
A Pursuit	Pizza
Knight through Leaves	Pizza
Sound of the Autumn	Crepe
The Circuit	Flan Cake
A Problem Our Feelings	Flan Cake
Deep Palace	Flan Cake
Lion Prove to Power	Flan Cake

BATTLES

SONG	BREAD
Battle Artist	—
The Dawn	—
Attack	Toast
Strong Feelings	Toast
Lasting Victory	Pizza
Worry	Pizza
The Man in Red Armor	Crepe
Mighty Battles	Flan Cake

EVENTS

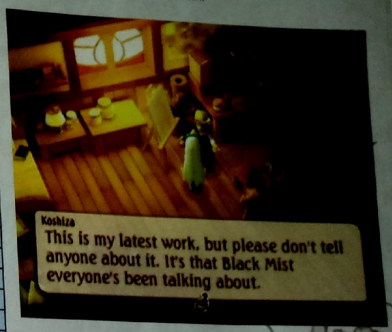
SONG	BREAD
Sunshine Tomorrow	—
Oooh, Come On!	—
Good Night	—
Oooh, Whatever	Toast
More Jam, Better Toast	Toast
Unending Mist	Toast
Morning on the Beach	Toast
The Storm Begins	Toast
No More Hiding	Pizza
On the Waves of a Black Sea	Pizza
Running Through the Storm	Pizza
Rainy Night	Crepe
Tension	Crepe
Bloodstained Throne	Crepe
Requiem	Crepe
Creating Memories, Holding Hands	Flan Cake
Broken Wings	Flan Cake
Helping Hand	Mabo Curry Pie
Lonely Night	Mabo Curry Pie
Impending Shadow	Mabo Curry Pie
Lullaby of the Sea	Mabo Curry Pie
Fireflies in Shadow	Mabo Curry Pie

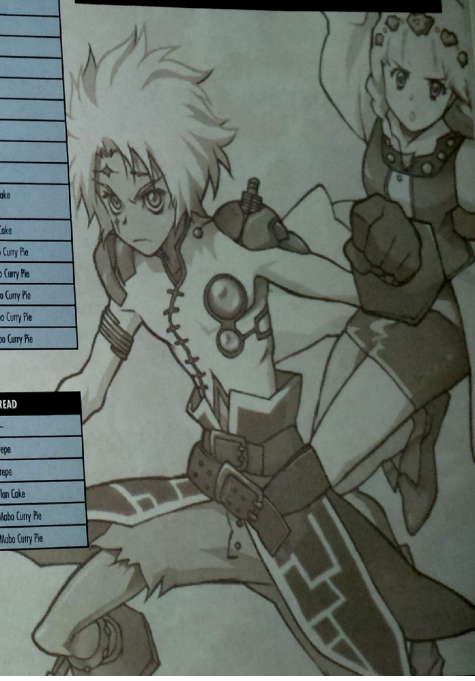
CHARACTER THEMES

SONG	BREAD
Merry Bandits	—
Iron Hammer Time! "Oris!"	Crepe
Deluges — Black Wings	Crepe
Strong Emotions	Flan Cake
Stella	Mabo Curry Pie
Laid Back Lady	Mabo Curry Pie

Koshiza's Art

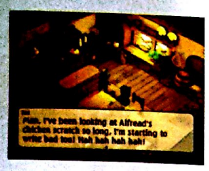
Koshiza, an artist living on the west side of Werites Beacon, can display some of the character artwork used within the game. Talk to him during the character quests with different characters in the lead to see various pieces of art. Not all art is immediately available, so check back often.





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KAZ & AIFREAD'S JOURNAL



Kaz is attempting to translate Aifread's Journal, which holds the secrets to a variety of rare monsters hidden across the Legend. Speak to him throughout the character quests to learn clues about their potential hiding places. The monsters are called out on the maps throughout the character quests, so they are easy to find with the Sorcerer's Scanner. Speak to Kaz until he's exhausted the clues and the party has fought all of the monsters leading up to the Beebeep Chick in Secret Passage. Return to Kaz once more to receive Aifread's Hat and the "Pirate" title for Moses in exchange for locating the creatures in Aifread's Journal.

There are many more hidden creatures scattered throughout the land. Find them all and Will receives the "Rare Monster" title.

NO CLUES?

Don't worry about collecting the clues. Just use the provided maps and fight all of the hidden creatures up to the Beebeep Chick in Secret Passage during Jay's character quest. Return to Kaz at that time and he provides all of the clues and the reward.

HIDDEN MONSTERS

MONSTER	AREA
Rare Lizardman	Fallingwater–Lumen Spring
Lizard Baker	Fallingwater–Lumen Spring
Black Turtle	Great Hollow
Siren	Great Hollow
Rare Egg Bear	Waterways
Lovebird Chick	Man-Eating Ruins
Lovebird	Man-Eating Ruins
Kotatsu	Crystal Forest
Woofer Chick	Hidden Fortress

MONSTER	AREA
Cuxx	Earth Monument
Atlas Hopper	Forest of No Return
Tempuru Angler	Misty Mountains
Watermelon Element	The Crags
Pirate Lizard	The Crags
Bomb Element	Bandit's Lair
Nameka	Secret Passage
Mitake	Secret Passage

MONSTER	AREA
Beebeep Chick	Secret Passage
Two-Tailed Phynx	Ruins of Frozen Light
Blue Ogre	Mirage Palace
Red Ogre	Mirage Palace
Gelutes Scissors	Mirage Palace
Biacura	Mirage Palace
Dried Shark	Altar of the Sea
Party Panda	Wings of Light

TREASURE HUNTING



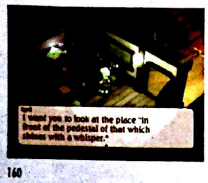
The Sorcerer's Scanner, acquired in the character quests, can uncover hidden items throughout the Legend. The first hidden item is discovered automatically during the character quest's introduction, but the rest take a bit more work. All of the hidden items have been called out on the maps within the guide. Find them all and Norma receives the "Scan Master" title.

HIDDEN ITEMS

ITEM	LOCATION
Elixir	Fallingwater–Lumen Spring
All-Divide	Great Hollow
Ogre Sword	Geoglyph Area
Aifread's Flag	Waterways
Aifread's Flag	Man-Eating Ruins
Radish	Man-Eating Ruins
Turquoise	Man-Eating Ruins
Blue Ores	Crystal Forest
Revive Ring	Village of the Ferines

ITEM	LOCATION
Lure	Hidden Fortress
Ehren Dance	Forest of No Return
Mobo Pie Recipe	Misty Mountains
Red Stone	The Crags
Goat	Bandit's Lair
Bizo	Secret Passage
Mizar	Secret Passage
Nameka	Wings of Light

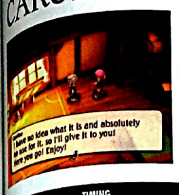
KYRIL & THE BLUE SEPHIRA



The hidden treasures are part of another side quest. Kyril (found on the northwest side of Werites Beacon) is searching for the legendary Blue Sephira. Talk to him periodically throughout the character quests to gain clues as to where the legendary item might be located. Search those locations and return to Kyril at a later time. The clues and locations are set up so Kyril only provides the next clue right before the party explores the area in question. The party gets to keep all of the items found, including the Blue Sephira, but be sure to return to Kyril with the final item for a special cinema. Speak to Kyril at these times for these items:

ITEM	LOCATION	CHARACTER QUEST
Ogre Sword	Geoglyph Area	Will
Turquoise	Man-Eating Ruins	Norma
Revive Ring	Village of the Ferines	Interlude
Elven Boots	Forest of No Return	Chloe
Mobo Pie Recipe	Misty Mountains	Moses
Blue Sephira	Secret Passage	Jay

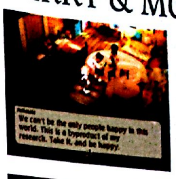
CAROLINE



Caroline is found in a house just down the street from Senel's place. She's absolutely obsessed with the Oresoren. Speak to her at special times throughout the main quest and the character quests to earn a Capoeiracca Robe for Jay. Speak to her twice at the last event to receive the reward. Don't forget to visit her at the listed times, or the quest cannot be completed.

CHAPTER	TIMING
Chapter 5	Before leaving Werites Beacon at the start of the chapter.
CQ Introduction	Just before exploring Fallingwater–Lumen Spring.
CQ Will	After returning from the Waterways and before going to the town gate.
CQ Interlude	At the start of the chapter before going to Will's home.
CQ Chloe	After returning from the Forest of No Return and before visiting the hospital.

BERRY & MCKENZIE

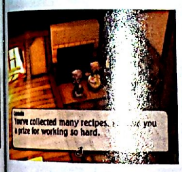


There's a love obsessed couple living in a heart-shaped house on the east side of Werites Beacon. Visit them at special moments throughout the game to hear them reminisce about special moments in their relationship. Catch them all and the party receives the Clear Shell during the final event.

CHAPTER	TIMING
Chapter 5	After the Altar of the Sea before heading to the Lighthouse.
Chapter 7	After Mirage Palace and before fighting the Red Ogre.
CQ Introduction	Upon first returning to Werites Beacon.
CQ Will	After the Waterways and before heading to the town gate.
CQ Interlude	At the start before going to Will's home.
CQ Chloe	At the start before leaving town.

CARMELA





Carmela lives next door to Senel. Stop in and speak to her at the start of the character quests with a full bread basket. She gives the party a larger bread basket that holds 30 breads if the player found all of Mimi's hiding spots during the main quest.

Speak to Carmela again once the party has every recipe except for the Fish Stew Bread Bowl recipe. That requires finding all of Mimi's hiding spots (including the Fire Monument) and a great deal of baking practice (to unlock all of the bread). Carmela rewards the party's hard work with the Fish Stew Bread Bowl recipe. Jay also receives the "Home Cooking" title.

MIMI BAKER



Mimi, the 28th Wonder Baker, is a curious girl. She hides all over the Legend waiting to be found and rewards clever adventurers with bread recipes. All 17 hiding spots must be found to unlock all of the bread recipes and to finish Carmela's and Mimi's side quests.

CHAPTER	LOCATION	OBJECT	RECIPE
Ch.1	Fallingwater–Lumen Spring	Pig	Toast
Ch.1	Misty Mountains	Dragons Swan	Ham Sandwich
Ch.1	Secret Passage	Statue	Hamburger
Ch.2	Werites Beacon	Platter	Hot Dogs
Ch.2	Oresoren Village	Pot-Mon	Bagel and Lox
Ch.3	Great Hollow	Orange Cone	Red Bean Buns
Ch.4	Mounts' Hermitage	Christmas Tree	Cream Doughnuts
Ch.4	Man-Eating Ruins	Wedding Cake	Pizza
Ch.4	Frost Lines	Round Table	Chocolate Cornet
Ch.5	Werites Beacon	Drum	Melon Bread
Ch.5	Village of the Ferines	Chess Piece	Muffin
Ch.7	Werites Beacon	Milk Carton	Crepe
CQ Introduction	Werites Beacon	Bonsai Tree	Croissant
CQ Norma	Werites Beacon	Flag	Curry Pie
CQ Chloe	Earth Monument	Dorumo Doll	Churros
CQ Moses	The Crags	Cactus	Baumkuchen
CQ Grune	Fire Monument	Snowman	Fish Stew Bread Bowl

BAKER'S HAT



Stop by the empty house with a waterwheel on the east side of Werites Beacon once the party has the Fish Stew Bread Bowl Recipe (see Carmela). The party hears a suspicious sound upon entering the house for the first time. Exit and re-enter to find Mimi resting on her bed. Examine her to earn the Baker's Hat and Shirley's "Poster Girl".

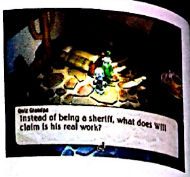
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SIDEQUESTS

The party gets the Bow Cottage Key during the Character Quests Introduction. Travel to the Bow Cottage between Secret Passage and Crystal Forest, by taking the Duct to the Secret Passage from Werites Beacon.

To make your way through all of the quizzes you must answer ten questions correctly in a row, which gives you access to a prize, and also gives you the key to the next cottage where you repeat the quiz process. Rest on the beds in the cottages if you need to restore health between quizzes.

There are forty questions possible in each cottage (except for the last, which has only one question), and your actual questions are selected at random from this list. The correct answer may be found in a different position each time among the four possible answers, so make sure you read the answers and select the correct one, even if you've seen the question before!



QUIZ GRANDPA #1



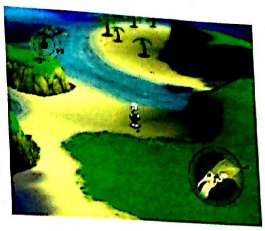
The first quiz is about people. Get all 10 right at Bow Cottage and a duct opens to the nearby island (where the party can find Will's 765kg Hammer) and the party receives the Port Key to open the Port Cottage. As mentioned before, you find the Bow Cottage by traveling to the Secret Passage duct, after receiving the Bow Key, during the Character Quests introduction.

QUIZ #1 Prize: 765 kg Hammer, Port Key

#	QUESTION	ANSWER
1	Over which eye does Moses wear his eye patch?	Left Eye
2	Which terror was the last to join?	Stingle
3	Which of the following people was not in town when Fenimore's village was attacked?	Fenimore's sist...
4	What was Senel's job before he came to the Legacy?	Alliance Mari...
5	Which of the following weapons is not used by members of Vaclav's army?	Spear
6	How long has Will been on the Legacy?	10 years
7	On what part of his body does Cashel wear armor with spikes?	Left shin
8	What is Harriet's last name?	Campbell
9	Which of these Oresoren carries a wrench?	Poppo
10	Instead of being a sheriff, what does Will claim is his real work?	Natural Historian
11	Which is not one of Chloe's titles?	Lone Girl
12	Stingle, the Terror who wields a powerful sword, is known by what other name?	The Vicious
13	What do the Radiant call themselves?	The People of the Water
14	What kind of attack is Melanie's "Blossom Rush"?	She makes mon...s attack
15	Which of the following is one of Senel's eres?	Demon Fist
16	Which of these armors can Jay not equip?	Battle Robe
17	What name does Jay go by?	Jay the Unsee...
18	What is Walter's true name?	Delques
19	What accessory does Grune wear that is the same color as her necklace?	Earrings
20	Which kind of eres does Norma use?	Crystal
21	What is Moses' weapon?	Spear
22	Which of Will's bracelets is bigger?	Right
23	What is the legendary item Norma is searching for?	Everlight
24	What color is Guppo's belt?	That of a true ma...ter: black
25	Among the Terrors, which one goes by the name "Phantom" and is known for always transforming during battles?	Cashel
26	Which is Fenimore's true name and means "hope" in Relares?	Xelhes
27	What color is Moses' henchman Csaba's hair?	Green
28	What is Chloe's home country?	Holy Kingdom of Gadoria
29	How many stars are on Jay's clothes?	8
30	What is Shirley's true name?	Fennes
31	Melanie, the Terror skilled in eres of fire, is known by what other name?	The Crimson
32	What is Grune's weapon?	Vase
33	What is the name of the 28th Wonder Baker?	Mimi Bread
34	Where on her head does Harriet wear her flower accessory?	Left
35	What color is the jewel Norma wears on her chest?	Red
36	What is Stella's true name?	Telmes
37	Vaclav is the third prince of which country?	Crusand Empire
38	What is the name of the team that Norma and Grune made?	Laugh Brigade
39	Which one of these is not one of Stingle's eres?	Alpha Tempest
40	Which of these people cannot use crystal eres?	Vaclav

QUIZ GRANDPA #2

The second quiz is about geography and monsters. With the Port Key in hand, return via the Duct and you may go to either the Hidden Fortress and head north, or go to the Altar of the Sea and go south along the western coastline. Between the two you find a small peninsula jutting out into the sea, and from here you can step from the land into the shallows of the sea. From this point, you can follow a chain of islands leading southwest, until you reach the Port Cottage near the very end.





QUIZ #2 Prize: Kitty Cap, Starboard Key

#	QUESTION	ANSWER
1	Of what is the stairway to the second floor of Will's house made?	Wood
2	Where was the Rite of Accession held?	Altar of the Sea
3	How many lights are in the chandelier hanging in the hospital's examination room?	4
4	How many points are on the horn of a grand goat?	6
5	What place does the phrase "if you come unprepared, you're bound for disaster." describe?	Forest of No Return
6	What is the name of t... peddler on the front lines?	Persistent Peddler
7	How many plants are ... the hallway in front of the rooms at the inn?	4
8	From the Waterway t... what direction do the Ruins of Frozen Light lie?	Toward 4 o'clock
9	Which of the followi... monsters does not have a tail?	Mandrake
10	Which of the followi... monsters wears a hat?	Poached Egg
11	How many towels are ...nging out to dry at the hospital?	4
12	What is the name of t... peddler in the village of the Ferines?	Shy Peddler
13	What is the name of the weapon shop in Werites Beacon?	Champion
14	What shape are the windows set in the doors of the rooms at the inn?	Circle
15	What is the name of the peddler in the Forest of No Return?	Wandering Peddler
16	How many chairs are at the table at the end of the hall on the second floor of Will's House?	4
17	Which of the following monsters has clothes?	Gentleman
18	Which of the following ... in Musette's house?	Portrait
19	What makes the Man... ...a Ruins different from other ruins?	The entrance is always open
20	In whose house is the ... ...on of a large monster displayed?	Will's house
21	Who in Werites Beac... ...ches over Fallingwater?	Cafu
22	Which of the followi... ...sters carries an eggshell?	Egg Bear Cub
23	From Werites Beac... ...at direction do the Misty Mountains lie?	Toward 2 o'clock
24	From Maurits hermit... ...what direction does the front line lie?	Toward 1 o'clock
25	What is the name of t... ...cery in Oresoren village?	Scallop Kitchen
26	From the Ruins of Fro... ...ight, in what direction does the Great Hollow lie?	Toward 9 o'clock
27	What is the name of th... ...quipment shop in Werites Beacon?	Get Ready
28	What is the name of the spider that lives in the Crystal Forest?	Crystarantula
29	Which of the following is doing business in the same building as Get Ready?	Craft Stop
30	How many small mushrooms are there around an Erymgi?	4
31	Which of the following monsters does not have teeth?	Paradise Peepi
32	Where is Stella's grave?	Werites Beacon's graveyard
33	What is the place that "can be seen but never reached?"	Mirage Palace
34	From Werites Beacon, in what direction does the village of the Ferines lie?	Toward 8 o'clock
35	What is on the bulletin board near the lighthouse of Werites Beacon?	Map of the city
36	Who lives across the street from Will?	Koshiza
37	Which of the following monsters has wings?	Peepit Chick
38	Which of the following is not in Will's house?	Torture chamber
39	Which of the following monsters has a tail?	Phynx
40	Which of the following is in the park near the graveyard?	Swing

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QUIZ GRANDPA #3

The third quiz deals with your journey. To get to the Starboard Cottage once you have the key, go back to the Secret Passage duct again. This time go just barely north of the Duct to where you can step down from the shore into the shallows, then turn to follow the shallows south, back past the Duct. Continue along the shallow ocean floor until you reach a narrow strip of land to run across, picking up a chest holding a Radish on the way, and keep going south across both land and shallows to reach another peninsula, this one jutting into the eastern ocean. At one of the tips of this peninsula you find the Starboard Cottage.





QUIZ #3 **Prize: Bear Suit, Stern Key**

#	QUESTION	ANSWER
1	What item did the characters get in the Man-Eating Ruins?	*Whisper Crystal*
2	Which of the following is not one of the "rules of the town"?	*interrupting a song*
3	What kind of boat were Senel and Shirley on when they landed on the Legacy?	*Patrol boat*
4	What is said to happen during the Rite of Feriyen to show the two are blessed?	*The surrounding water shines.*
5	Which of the following is not a legend about sacred eres among Moses' people?	*There is a secret record of sacred eres*
6	How did Norma explain what the Everlight is?	*A miraculous jewel that can grant any wish.*
7	Which of the following rooms does not exist in Mirage Palace?	*Hidden room*
8	What was the result of the competition at the Underground Lake between Senel and Moses?	*Senel won with 18 wins and 0 losses*
9	Who was the first Oresoren that Senel met?	*Pippo*
10	What did Jay demand from the characters in exchange for information about how to enter the Ruins of Frozen Light?	*Their lives*
11	What saved Senel and the others as Walter was about to attack them at the Altar of the Sea?	*Blizzard*
12	When the party was gathering at the fountain plaza before heading for the Wings of Light, who arrived after Senel?	*Chloe*
13	What is the special form of Relares, the language used in the Kingdom of Terises?	*Old Relares*
14	Where did Senel first meet Jay?	*Fountain plaza*
15	Who was the first person Senel met on the Legacy?	*Will Raynard*
16	How did Poppo refer to the Poppo Mk. III once it was fitted with the horn of a Mighty One?	*Nothing special, just "complete."*
17	Which of the following was not found in the hidden fortress?	*Remnants of Vaclav's forces*
18	How old was Senel when he was assigned to kidnap Shirley?	*12 years old*
19	What image was on the first tablet that the party found?	*The birth of the mainland*
20	What comes after "the blood-stained thunder..."?	*Must not be woken from its eternal sleep.*
21	How did Senel and the others find the hidden room in the Waterways?	*Using the Gemini Shell*
22	What did Harriet's mother used to say?	*A man and a woman don't need a reason.*
23	What sound did Norma make when she fell asleep in the Man-Eating Ruins?	*Zzz...*
24	Why was Chloe mad when she met Jay again after coming out from the Man-Eating Ruins?	*He didn't tell them about the secret passage.*
25	Which of these was a temporary member of the Bantam Bouncers when they met the captain of the Godorian knights?	*Guppo*
26	Where was Vaclav aiming the Nerites Cannon?	*Balfoga*
27	Which of the following did not get a medal from the Holy Kingdom of Godoria?	*Curtis*
28	According to Harriet's grandfather, what kind of a person was Will?	*The worst person ever*
29	How did the party infiltrate the Ruins of Frozen Light when it was guarded heavily by Vaclav's forces?	*Traveling underwater from the Underground Lake*
30	What is the place that Capoeiracco, the legendary Oresoren hero, is said to have reached?	*The Quiet Land*
31	What did Guppo and the other Oresoren call the dinowyrm?	*Long Long Dan*
32	Who gave the World Map to the party?	*Musette*
33	Who was Shirley's first friend?	*Fenimore*
34	When was Chloe's father killed by a bandit?	*5 years ago*
35	What comes after "When the pillar of light appears..."?	*A new Merines shall arise.*
36	Who broke the rules of Nerites Beacon?	*Senel*
37	Who was spying on Senel and Chloe as they trained together?	*Norma and Moses*
38	What does "teriques" mean?	*Wings of the beginning*
39	What was the name of Senel's detachment when they were fighting Crusand's army?	*Independent Detachment, 30th Platoon*
40	What eres did Norma use in the Crystal Forest to break the crystal wall?	*Grave*

QUIZ GRANDPA #4



The final quiz is very simple, and consists of only one question. The hard part is getting to the cottage in the first place. With the Stern Key, return to Nerites Beacon and take the elevator down to the Quiet Lands. Go out to the field, and head southeast to one of the long white walkways radiating out from the center. Before the character quests this place only had a chest at the end, but now there is a Duct leading to Convict Island at the stern of the Legacy.

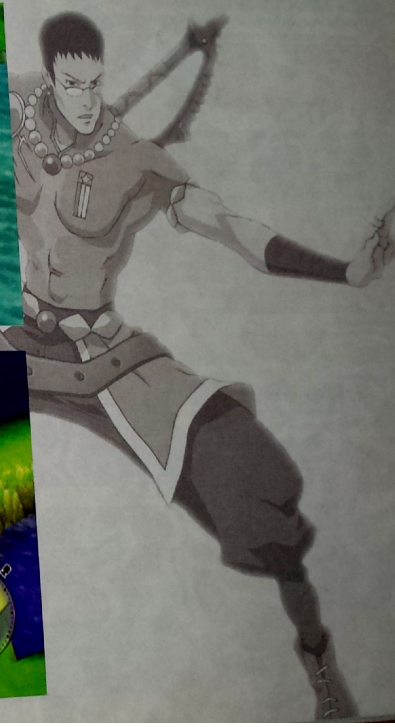
Once on Convict Island, run west into the shallows and continue west and southwest to another island, with the Stern Cottage located on the southwest tip of this land mass. Be careful, since the monsters on this side of the Duct are all high-level Gentlehydras. For your hard work you receive the Emperor's New Clothes after answering this last question, as well as a quick skit.

QUIZ #4 **Prize: Emperor's New Clothes**

#	QUESTION	ANSWER
1	What is my name?	Quiz Grandpa







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Bestiary

The monsters in this section are grouped by their family type, with each family and with the listings inside a family found in general order of appearance (boss enemies not counting).

After each family's heading you find a list of some of the moves used by this family. This does not mean that every enemy of this family can use an ability, but some will, with higher-level enemies using more dangerous techniques and a higher variety as well.

Many of the entries in each monster table are self-explanatory, such as HP and various attributes. Here is a bit of clarification for some of the other entries:

Weight

This attribute mostly comes into play when you use Senel's various throw-type techniques. A throw can be used against an enemy of the throw's weight, or lighter. The weights from lightest to heaviest are: Feather => Light => Middle => Heavy => Massive, with another weight, Special, being outside the normal chain. Special-weight enemies can only be thrown by some special compound eres.

EXP

Although experience points are self-explanatory for anyone familiar with RPGs, it should be further noted that this is just the base value. The actual experience you receive at the end of the battle may vary, but this value can be used as a general guideline.

Elements

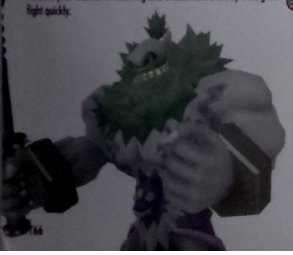
There are six Elements within *Tales of Legendia*, within three opposing pairs: ⓐ <-> ⓑ, ⓒ <-> ⓓ, and ⓔ <-> ⓕ. In the monster tables a negative value for an element means that the monster takes greater damage from that element, with a higher number meaning even higher extra damage. A positive number means that the monster is resistant to the element, with a higher number meaning a higher resistance. Some monsters may even absorb damage of an element, which is also noted in the table.

Items

Each monster can drop a normal item or rare item. The numbers found in parenthesis after each entry mark the percent chance that the monster will drop that item after a fight. Only one item per fight will be dropped per monster. You may however receive both Eres Stones (or "Sculptures") and an item from each foe.

Eres Stones

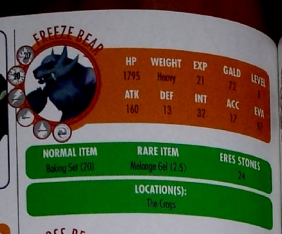
Also referred to as "Sculptures," these items are used to unlock the Eres Scrolls used by Crystal Eres to learn their techniques. The type of Eres Stone dropped by a monster corresponds to the monster's family, and the entry here simply lists the number of stones you receive. You can increase your chances of receiving Eres Stones from a foe by ending the fight quickly.



Egg Bear

CHARGE (BASE ERES)
The enemy charges forward to damage and knock down party members.

DOZE OFF (BASE ERES)
The enemy falls asleep temporarily and does not attack, but instead heals some of its HP.



Egg Bear

HP	Weight	EXP	Gald	Level
390	Heavy	2	9	1

ATK	DEF	INT	ACC	EVA
82	1	19	14	94

Normal Item	Rare Item	Eres Stones
Rune (20)	Damage Gel (2.5)	3

Location(s): Fullingwater

Egg Bear Spirit

HP	Weight	EXP	Gald	Level
1362	Heavy	5	20	7

ATK	DEF	INT	ACC	EVA
121	5	25	24	124

Normal Item	Rare Item	Eres Stones
Apple Gel (30)	Apple Gel (3.75)	6

Location(s): Misty Mountains "Chaotic Zone"

Lightning Bear

HP	Weight	EXP	Gald	Level
1426	Heavy	7	27	3

ATK	DEF	INT	ACC	EVA
104	5	23	15	95

Normal Item	Rare Item	Eres Stones
Butter (20)	Apple Gel (2.5)	9

Location(s): World Map, Near Skandia/ East /Crystal Forest

Storm Bear

HP	Weight	EXP	Gald	Level
1714	Heavy	10	63	7

ATK	DEF	INT	ACC	EVA
149	12	30	16	96

Normal Item	Rare Item	Eres Stones
Beef (20)	Beef (2.5)	21

Location(s): World Map, Near Dunes Ria Cliff

Freeze Bear

HP	Weight	EXP	Gald	Level
1795	Heavy	21	72	8

ATK	DEF	INT	ACC	EVA
160	13	32	17	97

Normal Item	Rare Item	Eres Stones
Baking Set (20)	Mileage Gel (3.5)	24

Location(s): The Cross

Boss Bear

HP	Weight	EXP	Gald	Level
2157	Heavy	34	108	9

ATK	DEF	INT	ACC	EVA
205	20	40	18	98

Normal Item	Rare Item	Eres Stones
Apple Gel (30)	Lemon Gel (3.75)	34

Location(s): World Map, Near Wolfenwyrs/ Ruins of Frozen Light

Grizzly Bear

HP	Weight	EXP	Gald	Level
2474	Heavy	43	135	10

ATK	DEF	INT	ACC	EVA
220	26	45	19	99

Normal Item	Rare Item	Eres Stones
Magic Lens (20)	Citrus Bottle (2.5)	42

Location(s): Ruins of Frozen Light

Fear Bear

HP	Weight	EXP	Gald	Level
4[illegible]	[illegible]avy	91	252	38

ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	70	24	104

Normal Item	Rare Item	Eres Stones
Butter (20)	Pineapple Gel (2.5)	84

Location(s): [illegible] (1)

Dread Bear

HP	Weight	EXP	Gald	Level
5414	Heavy	108	288	52

ATK	DEF	INT	ACC	EVA
428	55	78	26	100

Normal Item	Rare Item	Eres Stones
Tomato (30)	Miracle Gel (1.25)	42

Location(s): Hidden Fortress

Huggy Bear

HP	Weight	EXP	Gald	Level
7471	Heavy	139	351	39

ATK	DEF	INT	ACC	EVA
506	68	91	29	109

Normal Item	Rare Item	Eres Stones
Cheese (20)	Cheese (2.5)	117

Location(s): Earth Monument

Man-Eating Bear

HP	Weight	EXP	Gald	Level
10,310	Heavy	173	414	46

ATK	DEF	INT	ACC	EVA
584	80	104	31	111

Normal Item	Rare Item	Eres Stones
Steak (20)	Apple Gel (2.5)	138

Location(s): Wings of Light (1)

Snow Bear

HP	Weight	EXP	Gald	Level
16,332	Heavy	225	504	56

ATK	DEF	INT	ACC	EVA
696	97	123	35	115

Normal Item	Rare Item	Eres Stones
Snow Weapon	Scallop Gel (2.5)	168

Location(s): Character Quest: Ice Palace Crest

Egg Bear Spirit (2)

HP	Weight	EXP	Gald	Level
45,073	Heavy	291	630	63

ATK	DEF	INT	ACC	EVA
1162	130	170	48	148

Normal Item	Rare Item	Eres Stones
Rin-ki Gel (10)	Miracle Gel (1.25)	189

Location(s): Character Quest: Misty Mountains

Dummy Bear

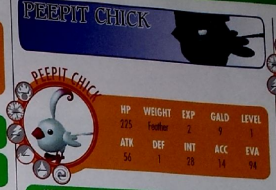
HP	Weight	EXP	Gald	Level
35,700	Heavy	328	657	73

ATK	DEF	INT	ACC	EVA
886	127	156	42	122

Normal Item	Rare Item	Eres Stones
Steak (10)	Life Bottle (1.25)	219

Location(s): Character Quest: Bridge (3)

Peepit Chick



Peepit Chick

HP	Weight	EXP	Gald	Level
225	Feather	2	9	1

ATK	DEF	INT	ACC	EVA
56	1	28	14	94

Normal Item	Rare Item	Eres Stones
Egg (30)	Apple Gel (3.75)	3

Location(s): Fullingwater

Chirpee Chick

HP	Weight	EXP	Gald	Level
822	Feather	6	27	3

ATK	DEF	INT	ACC	EVA
72	4	34	15	95

Normal Item	Rare Item	Eres Stones
Egg (30)	Apple Gel (3.75)	7

Location(s): Brandin' Lair: Crystal Forest

Twitterin' Chick

HP	Weight	EXP	Gald	Level
863	Feather	8	36	4

ATK	DEF	INT	ACC	EVA
80	6	37	15	95

Normal Item	Rare Item	Eres Stones
Apple Gel (20)	Apple Gel (2.5)	17

Location(s): World Map, Near Crystal Forest/Bow Cottage

Cuckoo Chick

HP	Weight	EXP	Gald	Level
944	Feather	13	54	6

ATK	DEF	INT	ACC	EVA
95	9	43	16	96

Normal Item	Rare Item	Eres Stones
Chicken (20)	Pineapple Bottle (2.5)	18

Location(s): Secret Passage (2)

Trillee Chick

HP	Weight	EXP	Gald	Level
1035	Feather	18	72	8

ATK	DEF	INT	ACC	EVA
110	12	48	17	97

Normal Item	Rare Item	Eres Stones
Egg (30)	Mileage Gel (3.75)	24

Location(s): The Cross

Cawcaw Chick

HP	Weight	EXP	Gald	Level
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

Normal Item	Rare Item	Eres Stones
Egg (30)	[illegible]	[illegible]

Location(s): World Map, Near Cheesecake Village

Pipip Chick

HP	Weight	EXP	Gald	Level
1564	Feather	42	198	16

ATK	DEF	INT	ACC	EVA
180	26	74	20	100

Normal Item	Rare Item	Eres Stones
Scallop Gel (20)	Scallop Gel (2.5)	92

Location(s): Forest of the Return, Misty Way, Dunes Leading Ruins

Chirpee Chick

HP	Weight	EXP	Gald	Level
6521	Feather	155	432	48

ATK	DEF	INT	ACC	EVA
420	75	142	32	102

Normal Item	Rare Item	Eres Stones
Egg (30)	Egg (3.75)	149

Location(s): Character Quest: World Map, Ruins Dunes the Cliff

Cawcaw Chick

HP	Weight	EXP	Gald	Level
9666	Feather	196	533	56

ATK	DEF	INT	ACC	EVA
490	89	188	36	104

Normal Item	Rare Item	Eres Stones
Egg (30)	Damage Gel (3.75)	171

Location(s): Character Quest: Crystal Forest

Cockadoo Chick

HP	Weight	EXP	Gald	Level
11,859	Feather	216	549	64

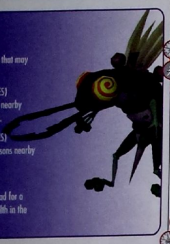
ATK	DEF	INT	ACC	EVA
521	95	200	37	106

Normal Item	Rare Item	Eres Stones
Chicken (30)	Citrus Bottle (2.5)	192

Location(s): Character Quest: Tunnel of the Master

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HOPPER



PASS GAS (BASE ERES)
The foe emits a cloud of gas that may poison your characters.

FIRE UP FIELD (BASE ERES)
Red Field of Effect that gives nearby characters the Burning status.

POISON FIELD (BASE ERES)
Yellow Field of Effect that Poisons nearby characters.

PLAY DEAD (BASE ERES)
The enemy pretends to be dead for a short while, regenerating health in the process.

WIZARDMAN



HEAD RUSH (BASE ERES)
Flurry of linked attacks.

Scanned by CamScanner



FROZEN FRY

HP	WEIGHT	EXP	GALD	LEVEL
2199	Light	91	370	36
ATK	DEF	INT	ACC	EVA
90	47	111	35	105

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Apple Gel (2.5)	90

LOCATION(S):
World Map: Near Village of the Fairies

GHOST FRYN

HP	WEIGHT	EXP	GALD	LEVEL
24,227	Light	297	448	72
ATK	DEF	INT	ACC	EVA
604	118	231	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Pomacea Bottle (2.5)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

BURNING HOPPERFLY

HP	WEIGHT	EXP	GALD	LEVEL
4781	Light	114	315	65
ATK	DEF	INT	ACC	EVA
355	54	111	27	80

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Mélange Gel (2.5)	105

LOCATION(S):
Fire Monument

MORAL MOR

HP	WEIGHT	EXP	GALD	LEVEL
4565	Light	104	297	33
ATK	DEF	INT	ACC	EVA
304	51	109	29	106

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	90

LOCATION(S):
World Map: Near Altar of the Sea

HOPPERFLY

BAD BREATH (BASE ERES)
May Poison characters in an area in front of the foe.

HP	WEIGHT	EXP	GALD	LEVEL
10,944	Light	197	477	58
ATK	DEF	INT	ACC	EVA
510	83	157	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Pomacea Bottle (2.5)	165

LOCATION(S):
Character Quest: Waterways

HOPPERFLY

HP	WEIGHT	EXP	GALD	LEVEL
523	Light	4	18	2
ATK	DEF	INT	ACC	EVA
71	3	28	14	94

NORMAL ITEM	RARE ITEM	ERES STONES
Pomacea Bottle (10)	Pomacea Bottle (3.75)	6

LOCATION(S):
World Map: Near Bandits' Lair

FRYNGLY

HP	WEIGHT	EXP	GALD	LEVEL
4645	Light	149	433	48
ATK	DEF	INT	ACC	EVA
458	75	142	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Mushroom (2.5)	144

LOCATION(S):
Character Quest: Followgreen

HOPPERFLY SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
4178	Light	47	170	17
ATK	DEF	INT	ACC	EVA
301	40	92	30	130

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	51

LOCATION(S):
Forest of No Return (Chaotic Zone)

UNDEAD HOPPERFLY

HP	WEIGHT	EXP	GALD	LEVEL
11,457	Light	202	486	54
ATK	DEF	INT	ACC	EVA
514	84	160	35	118

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Pineapple Gel (2.5)	162

LOCATION(S):
Character Quest: Man-Eating Ruins

FROZEN FRY

HP	WEIGHT	EXP	GALD	LEVEL
12,563	Light	208	504	54
ATK	DEF	INT	ACC	EVA
482	87	185	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Apple Gel (2.5)	168

LOCATION(S):
Character Quest: Ice Mountain

ROAST HOPPERFLY

HP	WEIGHT	EXP	GALD	LEVEL
2629	Light	64	198	22
ATK	DEF	INT	ACC	EVA
243	34	78	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Salt (20)	Pomacea Bottle (2.5)	66

LOCATION(S):
Hermit Hill

HOPPERFLY SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
31[illegible]	[illegible]ght	240	610	67
AT[illegible]	[illegible]EF	INT	ACC	EVA
2[illegible]	[illegible]43	248	47	141

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	[illegible] (2.5)	183

LOCATION(S):
Character Quest: Forest of No Return

FRYNGLSPIR

HP	WEIGHT	EXP	GALD	LEVEL
11,670	Light	269	670	67
ATK	DEF	INT	ACC	EVA
853	107	304	50	150

NORMAL ITEM	RARE ITEM	ERES STONES
Ice Bottle (20)	Ice Bottle (3.25)	201

LOCATION(S):
Character Quest: Secret Passage (2): Chaotic Zone

GALE

WIND BITE (BASE ERES)
Attacks with dangerous force.

HP	WEIGHT	EXP	GALD	LEVEL
1426	Heavy	7	27	3
ATK	DEF	INT	ACC	EVA
104	4	34	25	105

NORMAL ITEM	RARE ITEM	ERES STONES
Jam (20)	Orange Gel (2.5)	9

LOCATION(S):
Bandits' Lair

NIGHT GALE

HP	WEIGHT	EXP	GALD	LEVEL
5418	Heavy	87	248	35
ATK	DEF	INT	ACC	EVA
316	54	88	34	108

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Muscle Gel (1.25)	84

LOCATION(S):
Pasture Hill

NIGHT GALE

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	[illegible]	[illegible]

LOCATION(S):
[illegible]

GALE SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
3127	Heavy	12	50	5
ATK	DEF	INT	ACC	EVA
190	11	56	35	135

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	15

LOCATION(S):
Secret Passage (Chaotic Zone)

GLITTER GALE

HP	WEIGHT	EXP	GALD	LEVEL
4504	Heavy	87	252	35
ATK	DEF	INT	ACC	EVA
383	43	105	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Apple Gel (1.25)	84

LOCATION(S):
Bridge (1)

GALE SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	[illegible]	[illegible]

LOCATION(S):
[illegible]

BLUE GALE

HP	WEIGHT	EXP	GALD	LEVEL
1795	Heavy	30	72	8
ATK	DEF	INT	ACC	EVA
160	12	40	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Soup (20)	Pomacea Bottle (2.5)	24

LOCATION(S):
The Crags

NINJA GALE

HP	WEIGHT	EXP	GALD	LEVEL
4504	Heavy	87	252	35
ATK	DEF	INT	ACC	EVA
383	43	105	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	84

LOCATION(S):
Bridge (2)

GHOST GALE

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	[illegible]	[illegible]

LOCATION(S):
[illegible]

BLACK GALE

HP	WEIGHT	EXP	GALD	LEVEL
2060	Heavy	57	99	11
ATK	DEF	INT	ACC	EVA
193	17	37	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Salt (20)	Mélange Gel (2.5)	33

LOCATION(S):
Waterways

SHADOW GALE

HP	WEIGHT	EXP	GALD	LEVEL
4938	Heavy	95	370	39
ATK	DEF	INT	ACC	EVA
406	47	111	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	90

LOCATION(S):
World Map: Near Village of the Fairies

GELURES SWORD

GALE X

HP	WEIGHT	EXP	GALD	LEVEL
22,506	Heavy	253	567	60
ATK	DEF	INT	ACC	EVA
774	98	205	48	138

NORMAL ITEM	RARE ITEM	ERES STONES
Milk (20)	Milk (2.5)	189

LOCATION(S):
Character Quest: Misty Mountains

WERICYES SW

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	[illegible]	[illegible]

LOCATION(S):
[illegible]

WHITE GALE

HP	WEIGHT	EXP	GALD	LEVEL
3117	Heavy	58	180	20
ATK	DEF	INT	ACC	EVA
294	31	83	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	60

LOCATION(S):

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PHYNX

METEOR ATTACK (BASE ERES)

The enemy soars high into the air then dives down, raining meteors down upon an area.



PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
1493	Middle	10	36	4
ATK	DEF	INT	ACC	EVA
97	6	41	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Orange Gel (1.25)	12

LOCATION(S):
Crystal Forest

LEOPARD PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
1795	Middle	22	72	8
ATK	DEF	INT	ACC	EVA
135	13	54	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Panacea Bottle (2.5)	24

LOCATION(S):
The Crags

ROOKIE PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
4504	Middle	94	252	28
ATK	DEF	INT	ACC	EVA
324	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	84

LOCATION(S):
Bridge (2)

ACE PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
5414	Middle	111	288	32
ATK	DEF	INT	ACC	EVA
362	55	130	28	106

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Apple Gel (3.75)	96

LOCATION(S):
Hidden Fortress

PHYNX SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
9009	Middle	94	280	35
ATK	DEF	INT	ACC	EVA
487	73	164	34	136

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	84

LOCATION(S):
Hidden Fortress (Chaotic Zone)

TIGER PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
5669	Middle	115	299	33
ATK	DEF	INT	ACC	EVA
372	57	133	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Beef (20)	Pineapple Gel (2.5)	99

LOCATION(S):
World Map, Near Altar of the Sea

DRAGON PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	Middle	124	315	35
[illegible]	DEF	INT	ACC	EVA
[illegible]	61	139	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	[illegible] Bottle (2.5)	105

LOCATION(S):
The Quiet Lands

CRYSTAL PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	Middle	133	333	37
[illegible]	DEF	INT	ACC	EVA
[illegible]	64	146	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	[illegible] Gel (2.5)	111

LOCATION(S):
Ice Monument

DRAGON PHYNX SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
17,155	Middle	157	378	42
ATK	DEF	INT	ACC	EVA
685	109	226	40	140

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	126

LOCATION(S):
Mirage Palace (3) (Chaotic Zone)

[illegible] PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
8577	Middle	157	378	42
ATK	DEF	INT	ACC	EVA
457	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible] (10)	Lemon Gel (1.25)	126

LOCATION(S):
Mirage Palace (3)

CALICO PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
12,393	Middle	199	450	50
ATK	DEF	INT	ACC	EVA
532	87	187	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Life Bottle (1.25)	150

LOCATION(S):
Character Quest: The Quiet Lands

PHYNX X

HP	WEIGHT	EXP	GALD	LEVEL
22,536	Middle	[illegible]	567	63
ATK	DEF	[illegible]	ACC	EVA
659	109	[illegible]	38	118

NORMAL ITEM	RARE ITEM	ERES STONES
Milk (20)	Milk (2.5)	159

LOCATION(S):
Character Quest: Misty Mountains

DRAGON PHYNX SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
68,190	Middle	[illegible]	648	72
ATK	DEF	[illegible]	ACC	EVA
1111	188	[illegible]	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Merry Gel (10)	Melange Gel (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (2) (Chaotic Zone)

GHOST PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
34,095	Middle	330	648	72
ATK	DEF	INT	ACC	EVA
740	125	257	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible] Bottle (10)	Flare Bottle (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

GHOST PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
34,095	Middle	330	648	72
ATK	DEF	INT	ACC	EVA
740	125	257	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	[illegible] Gel (1.25)	126

LOCATION(S):
Character Quest: Mirage Palace (3)

HYNX SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
71,400	Middle	337	730	73
ATK	DEF	INT	ACC	EVA
1125	191	364	52	132

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	210

LOCATION(S):
Character Quest: Bridge (1) (Chaotic Zone); (2) Altar of the Sea (Chaotic Zone)

CALICO PHYNX (2)

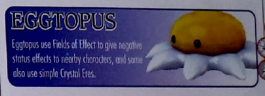
HP	WEIGHT	EXP	GALD	LEVEL
44,932	Middle	371	702	78
ATK	DEF	INT	ACC	EVA
797	136	276	44	134

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Life Bottle (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (2)

EGGTOPUS

Eggtopus use Fields of Effect to give negative status effects to nearby characters, and some also use simple Crystal Eres.



EGGTOPUS

HP	WEIGHT	EXP	GALD	LEVEL
1070	Feather	14	54	6
ATK	DEF	INT	ACC	EVA
31	10	47	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Orange Gel (1.25)	12

LOCATION(S):
Secret Passage (1); Secret Passage (2)

POACHED EGG

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	[illegible]	[illegible]

LOCATION(S):
The Crags

EGGTOPUS

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	[illegible]	[illegible]

LOCATION(S):
The Crags (Chaotic Zone)

TEL EGG

HP	WEIGHT	EXP	GALD	LEVEL
1239	Feather	33	81	9
ATK	DEF	INT	ACC	EVA
38	15	51	12	97

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	[illegible] Bottle (2.5)	[illegible]

LOCATION(S):
World Map, Near Cheesecake Village

EGG WHITE

HP	WEIGHT	EXP	GALD	LEVEL
1410	Feather	33	108	9
ATK	DEF	INT	ACC	EVA
43	20	66	15	97

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (20)	Apple Gel (2.5)	96

LOCATION(S):
World Map, Near Waterways; Realm of Frozen Light

BALOT

HP	WEIGHT	EXP	GALD	LEVEL
1412	Feather	33	81	9
ATK	DEF	INT	ACC	EVA
49	20	66	15	97

NORMAL ITEM	RARE ITEM	ERES STONES
Hamburger Patty (20)	[illegible]	[illegible]

LOCATION(S):
World Map, Near Waterways; Realm of Frozen Light; Flower Hollow

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EGG YOLK

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	[illegible]	42

LOCATION(S):
Great Hollow

SUNNY SIDE

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	Feather	88	182	18
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	85	21	169

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	54

LOCATION(S):
World Map, Near Palace of the Ancients

MERINGUE

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	Feather	64	160	23
ATK	DEF	INT	ACC	EVA
25	40	101	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Holy Bottle (10)	Holy Bottle (2.5)	87

LOCATION(S):
World Map, Near Front Line

ERES STONE

HP	WEIGHT	EXP	GALD	LEVEL
4864	Feather	108	375	35
ATK	DEF	INT	ACC	EVA
104	84	139	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (2.5)	105

LOCATION(S):
The Silver Lands

HARD BOILED

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	Feather	107	378	42
ATK	DEF	INT	ACC	EVA
114	55	142	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Pineapple Bottle (2.5)	126

LOCATION(S):
Mirage Palace (1)

OCTON

HP	WEIGHT	EXP	GALD	LEVEL
11,298	Feather	372	577	58
ATK	DEF	INT	ACC	EVA
145	169	212	34	116

NORMAL ITEM	RARE ITEM	ERES STONES
Lollipop (20)	Life Bottle (2.5)	174

LOCATION(S):
Character Quest: Hidden Fortress

BURNT EGG

HP	WEIGHT	EXP	GALD	LEVEL
8103	Feather	175	450	50
ATK	DEF	INT	ACC	EVA
145	87	187	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Meringue Gel (10)	Meringue Gel (1.25)	150

LOCATION(S):
Character Quest: The Quiet Lands

EGGTOPUS SHOT

HP	WEIGHT	EXP	GALD	LEVEL
30,858	Feather	243	640	64
ATK	DEF	INT	ACC	EVA
372	147	224	48	148

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	192

LOCATION(S):
Character Quest: The Edge (Chaotic Zone)

HARD BOILED JR.

HP	WEIGHT	EXP	GALD	LEVEL
17,712	Feather	200	583	67
ATK	DEF	INT	ACC	EVA
189	116	241	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	201

LOCATION(S):
Character Quest: Secret Passage (2), CQ: Mountain Path

SUNNY SIDE JR.

HP	WEIGHT	EXP	GALD	LEVEL
25,591	Feather	305	675	75
ATK	DEF	INT	ACC	EVA
209	130	264	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	225

LOCATION(S):
Character Quest: Atlas of the Sun

ERE

Elementally-based Eres cast Crystal Eres appropriate to their element and level, while special Eres cast other Crystal Eres, such as Taunt, or Shield, or healing Eres.



PLAIN ERE

HP	WEIGHT	EXP	GALD	LEVEL
842	Light	12	45	5
ATK	DEF	INT	ACC	EVA
73	6	76	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Bottle (10)	Pronoun Bottle (2.5)	15

LOCATION(S):
Secret Passage (1)

THUNDER ERE

HP	WEIGHT	EXP	GALD	LEVEL
842	Light	12	45	5
ATK	DEF	INT	ACC	EVA
73	6	76	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Soaking Set (20)	Melange Gel (2.5)	15

LOCATION(S):
Secret Passage (1)

METAL ERE

HP	WEIGHT	EXP	GALD	LEVEL
881	[illegible]	14	54	6
ATK	DEF	INT	ACC	EVA
79	[illegible]	81	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	18

LOCATION(S):
Secret Passage (1)

AIR ERE

HP	WEIGHT	EXP	GALD	LEVEL
1109	[illegible]	28	99	11
ATK	DEF	INT	ACC	EVA
111	15	108	18	98

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	33

LOCATION(S):
Waterways

WAVE ERE

HP	WEIGHT	EXP	GALD	LEVEL
1109	Light	28	99	11
ATK	DEF	INT	ACC	EVA
111	15	108	18	98

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Magic Lens (2.5)	33

LOCATION(S):
Waterways

SECRET ERE SLOT

HP	WEIGHT	EXP	GALD	LEVEL
2219	Light	28	110	11
ATK	DEF	INT	ACC	EVA
167	23	151	28	128

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Orange Gel (2.5)	33

LOCATION(S):
Waterways (Chaotic Zone)

WHIRLWIND ERE

HP	WEIGHT	EXP	GALD	LEVEL
1333	Light	[illegible]	135	15
ATK	DEF	[illegible]	ACC	EVA
137	20	[illegible]	19	99

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Life Bottle (2.5)	45

LOCATION(S):
Ruins of Frozen Light

QUAKE ERE

HP	WEIGHT	EXP	GALD	LEVEL
1678	Light	[illegible]	180	20
ATK	DEF	[illegible]	ACC	EVA
169	27	[illegible]	21	101

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Pronoun Bottle (2.5)	60

LOCATION(S):
Man-Eating Ruins

ICE ERE

HP	WEIGHT	EXP	GALD	LEVEL
1678	Light	[illegible]	180	20
ATK	DEF	INT	ACC	EVA
169	27	156	21	101

NORMAL ITEM	RARE ITEM	ERES STONES
Lunch (20)	Orange Gel (1.25)	60

LOCATION(S):
Man-Eating Ruins

FORCE ERE

HP	WEIGHT	EXP	GALD	LEVEL
2018	Light	70	276	24
ATK	DEF	INT	ACC	EVA
195	33	178	33	105

NORMAL ITEM	RARE ITEM	ERES STONES
Diner Bottle (10)	Diner Bottle (1.25)	73

LOCATION(S):
Bridge Plains

NOTES:
Semi-Set Encounters

LICH ERE

HP	WEIGHT	EXP	GALD	LEVEL
2018	Light	70	276	24
ATK	DEF	INT	ACC	EVA
195	33	178	33	105

NORMAL ITEM	RARE ITEM	ERES STONES
Acuity Bottle (10)	Acuity Bottle (1.25)	73

LOCATION(S):
Bridge Plains

NOTES:
Semi-Set Encounters

ELECTRON ERE

HP	WEIGHT	EXP	GALD	LEVEL
2425	Light	84	252	28
ATK	DEF	INT	ACC	EVA
221	39	200	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	84

LOCATION(S):
Bridge (1)

CURE ERE

HP	WEIGHT	EXP	GALD	LEVEL
2425	Light	84	252	28
ATK	DEF	INT	ACC	EVA
221	39	200	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	84

LOCATION(S):
Bridge (2)

BLIZZARD ERE

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	Light	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
379	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
Cherry Pie	Apple Gel (2.5)	[illegible]

LOCATION(S):
[illegible]

ORICHALCHI ERE

HP	WEIGHT	EXP	GALD	LEVEL
4638	Light	141	378	42
ATK	DEF	INT	ACC	EVA
311	58	275	30	136

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	126

LOCATION(S):
Mirage Palace (3)

CHAOS LICH ERE

HP	WEIGHT	EXP	GALD	LEVEL
9551	Light	160	414	46
ATK	DEF	INT	ACC	EVA
337	64	297	31	135

NORMAL ITEM	RARE ITEM	ERES STONES
Cherry Bottle (10)	Cherry Bottle (1.25)	168

LOCATION(S):
Wings of Light (1)

RAVEN ERE

HP	WEIGHT	EXP	GALD	LEVEL
9551	Light	160	414	46
ATK	DEF	INT	ACC	EVA
337	64	297	31	135

NORMAL ITEM	RARE ITEM	ERES STONES
Cherry Pie (10)	Cherry Bottle (1.25)	168

LOCATION(S):
Wings of Light (1)

ENHANCE ERE

HP	WEIGHT	EXP	GALD	LEVEL
9551	Light	160	414	46
ATK	DEF	INT	ACC	EVA
337	64	297	31	135

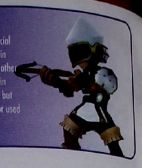
NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	Lemon Gel (1.25)	168

LOCATION(S):
Wings of Light (2), Wings of Light (3)

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HUMAN

Human enemies start out with no special abilities, although some gradually gain access to Crystal Eres. Later on some other more direct fighting-type humans gain access to special Arcane Eres attacks, but these don't tend to be very deadly or used extremely often.



ENHANCE FREY

HP	WEIGHT	EXP	GALD	LEVEL
18,358	Light	297	648	72
ATK	DEF	INT	ACC	EVA
505	100	437	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (3.75)	216

LOCATION(S):
Character Quest: Mirage Palace (1)

FLAME FREY

HP	WEIGHT	EXP	GALD	LEVEL
18,358	Light	297	648	72
ATK	DEF	INT	ACC	EVA
505	100	437	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (3.75)	216

LOCATION(S):
Character Quest: Mirage Palace (2)

CURE FREY

HP	WEIGHT	EXP	GALD	LEVEL
19,223	Light	303	657	73
ATK	DEF	INT	ACC	EVA
511	101	442	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	219

LOCATION(S):
Character Quest: Bridge (2)

ELECTRON FREY

HP	WEIGHT	EXP	GALD	LEVEL
21,075	Light	315	675	75
ATK	DEF	INT	ACC	EVA
524	104	453	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Syrup Bottle (10)	Climax Bottle (1.25)	225

LOCATION(S):
Character Quest: Alfa of the Sea

FENCER- RANK D

HP	WEIGHT	EXP	GALD	LEVEL
1259	Middle	15	54	6
ATK	DEF	INT	ACC	EVA
106	10	47	16	98

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Orange Gel (2.5)	—

LOCATION(S):
Mountain Path

ARCHER- RANK D

HP	WEIGHT	EXP	GALD	LEVEL
2089	Middle	47	153	17
ATK	DEF	INT	ACC	EVA
200	29	82	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Apple Gel (2.5)	—

LOCATION(S):
Forest of No Return

ASSASSIN- RANK D

HP	WEIGHT	EXP	GALD	LEVEL
2089	Middle	47	153	17
ATK	DEF	INT	ACC	EVA
200	29	82	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Orange Gel (2.5)	—

LOCATION(S):
Forest of No Return

FENCER- RANK C

HP	WEIGHT	EXP	GALD	LEVEL
2089	Middle	47	153	17
ATK	DEF	INT	ACC	EVA
200	29	82	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	—

LOCATION(S):
Forest of No Return

ARCHER- RANK C

HP	WEIGHT	EXP	GALD	LEVEL
2089	Middle	47	153	17
ATK	DEF	INT	ACC	EVA
200	29	82	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	—

LOCATION(S):
Forest of No Return

ASSASSIN- RANK C

HP	WEIGHT	EXP	GALD	LEVEL
2753	Middle	68	207	23
ATK	DEF	INT	ACC	EVA
252	40	101	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (20)	Lemon Gel (2.5)	—

LOCATION(S):
Front Lines

NOTES:
May appear if you are spotted by a guard.

FENCER- RANK B

HP	WEIGHT	EXP	GALD	LEVEL
2753	Middle	68	207	23
ATK	DEF	INT	ACC	EVA
252	40	101	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (20)	Pineapple Gel (2.5)	—

LOCATION(S):
Front Lines

NOTES:
May appear if you are spotted by a guard.

ASSASSIN- RANK C

HP	WEIGHT	EXP	GALD	LEVEL
2753	Middle	68	207	23
ATK	DEF	INT	ACC	EVA
252	40	101	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Climax Bottle (2.5)	—

LOCATION(S):
Front Lines

NOTES:
May appear if you are spotted by a guard.

ARCHER- RANK B

HP	WEIGHT	EXP	GALD	LEVEL
2882	Middle	71	216	24
ATK	DEF	INT	ACC	EVA
260	41	105	23	103

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	—

LOCATION(S):
Bridge Piers

NOTES:
Semi-Set Encounter

TAMER- RANK B

HP	WEIGHT	EXP	GALD	LEVEL
2882	Middle	71	216	24
ATK	DEF	INT	ACC	EVA
260	41	105	23	103

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Melange Gel (2.5)	—

LOCATION(S):
Bridge Piers

NOTES:
Semi-Set Encounter

ARCHER- RANK A

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	DEF	INT	ACC	EVA
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Pine Gel (10)	Miracle Gel (1.25)	—

LOCATION(S):
Bridge (1)

FENCER- RANK A

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	DEF	INT	ACC	EVA
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Miracle Gel (1.25)	—

LOCATION(S):
Bridge (1)

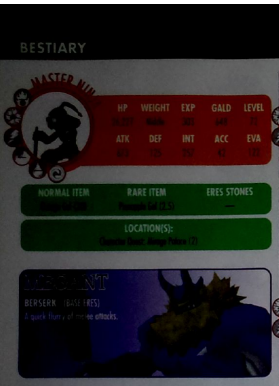
ASSASSIN- RANK A

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	DEF	INT	ACC	EVA
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (20)	Melange Gel (2.5)	—

LOCATION(S):
Bridge (2)

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BERSERK (BASE ERES)
A quick flurry of melee attacks.

GALD SHARK

Each Gald Shark can use some form of stat-lowering Field of Effect, along with one type of Crystal Eres, usually of the Lightning type.

BASE TURTLE

PEEKABOO (BASE ERES)
The turtle draws into its shell briefly, then shoots out suddenly.

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EGG BEAR CUB



HP	WEIGHT	EXP	GALD	LEVEL
1659	Feather	27	108	12
ATK	DEF	INT	ACC	EVA
157	20	66	18	98

NORMAL ITEM: Milk (20) | RARE ITEM: Melange Gel (2.5) | ERES STONES: 30

LOCATION(S): World Map, Near Waterways/Ruins of Frozen Light

EGG BEAR CUB X

HP	WEIGHT	EXP	GALD	LEVEL
15,812	Feather	208	549	61
ATK	DEF	INT	ACC	EVA
578	106	222	37	117

NORMAL ITEM: Milk (20) | RARE ITEM: Melange Gel (2.5) | ERES STONES: 183

LOCATION(S): Character Quest: Curse of No Return

ELEMENT



Elements use Crystal Eres appropriate to their strong elemental affinity and level. Higher-level Elements have more eres at their disposal. At higher levels they begin to use powerful Bite Boss Eres that inflict damage and status ailments, as well as fields of Effect that inflict negative status.

EFS ELEMENT



HP	WEIGHT	EXP	GALD	LEVEL
1819	Feather	37	126	14
ATK	DEF	INT	ACC	EVA
174	24	109	19	99

NORMAL ITEM: Baking Set (20) | RARE ITEM: Orange Gel (2.5) | ERES STONES: 42

LOCATION(S): Great Hollow

VEF ELEMENT



HP	WEIGHT	EXP	GALD	LEVEL
1819	Feather	37	126	14
ATK	DEF	INT	ACC	EVA
174	24	109	19	99

NORMAL ITEM: Apple Gel (20) | RARE ITEM: Lemon Gel (2.5) | ERES STONES: 42

LOCATION(S): Great Hollow

ANTHILL TURTLE



HP	WEIGHT	EXP	GALD	LEVEL
8741	Massive	58	300	39
ATK	DEF	INT	ACC	EVA
447	68	122	31	191

NORMAL ITEM: Melange Gel (20) | RARE ITEM: Orange Gel (2.5) | ERES STONES: 60

LOCATION(S): Abandoned Tower, Eclectic Zone

FORTRESS TURTLE



HP	WEIGHT	EXP	GALD	LEVEL
8191	Massive	116	315	35
ATK	DEF	INT	ACC	EVA
426	79	132	27	167

NORMAL ITEM: Pineapple Gel (10) | RARE ITEM: Pineapple Gel (1.25) | ERES STONES: 105

LOCATION(S): The Quiet Lands

BATTLESHIP TURTLE



HP	WEIGHT	EXP	GALD	LEVEL
6598	Massive	147	378	42
ATK	DEF	INT	ACC	EVA
499	95	153	30	170

NORMAL ITEM: Tomato (20) | RARE ITEM: Orange Gel (1.25) | ERES STONES: 126

LOCATION(S): Mirage Palace (1)

TURTLE ERAS



HP	WEIGHT	EXP	GALD	LEVEL
6598	Massive	147	378	42
ATK	DEF	INT	ACC	EVA
499	95	153	30	170

NORMAL ITEM: Lemon Gel (10) | RARE ITEM: Lemon Gel (1.25) | ERES STONES: 126

LOCATION(S): Mirage Palace (1)

SPINY TURTLE

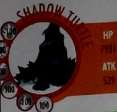


HP	WEIGHT	EXP	GALD	LEVEL
7931	Massive	166	414	46
ATK	DEF	INT	ACC	EVA
549	104	165	31	191

NORMAL ITEM: Melange Gel (10) | RARE ITEM: Miracle Gel (1.75) | ERES STONES: 138

LOCATION(S): Wings of Light (3)

SHADOW TURTLE



HP	WEIGHT	EXP	GALD	LEVEL
7931	Massive	166	414	46
ATK	DEF	INT	ACC	EVA
539	104	165	31	171

NORMAL ITEM: Melange Gel (10) | RARE ITEM: Miracle Gel (1.75) | ERES STONES: 138

LOCATION(S): Wings of Light (3)

ANTHILL TURTLE X

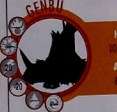


HP	WEIGHT	EXP	GALD	LEVEL
8695	Massive	176	432	48
ATK	DEF	INT	ACC	EVA
560	108	173	32	172

NORMAL ITEM: Life Bottle (10) | RARE ITEM: Life Bottle (1.25) | ERES STONES: 144

LOCATION(S): Character Quest: Fallengrotto

GENBU



HP	WEIGHT	EXP	GALD	LEVEL
10,944	Massive	201	477	53
ATK	DEF	INT	ACC	EVA
612	120	187	34	174

NORMAL ITEM: Pineapple Gel (10) | RARE ITEM: Pineapple Gel (1.25) | ERES STONES: 159

LOCATION(S): Character Quest: Waterways

ANTHILL TURTLE QUEEN



HP	WEIGHT	EXP	GALD	LEVEL
22,918	Massive	206	540	54
ATK	DEF	INT	ACC	EVA
933	183	264	45	205

NORMAL ITEM: Apple Gel (20) | RARE ITEM: Apple Gel (2.5) | ERES STONES: 162

LOCATION(S): Character Quest: Abandoned Ruins, (Chaotic Zone)

SPINY TURTLE X



HP	WEIGHT	EXP	GALD	LEVEL
34,563	Massive	347	702	78
ATK	DEF	INT	ACC	EVA
870	176	262	44	184

NORMAL ITEM: Snail Bottle (10) | RARE ITEM: Snail Bottle (1.25) | ERES STONES: 234

LOCATION(S): Character Quest: Wings of Light (1)

ORERISES ELEMENT



HP	WEIGHT	EXP	GALD	LEVEL
5747	Feather	127	353	39
ATK	DEF	INT	ACC	EVA
389	68	228	29	109

NORMAL ITEM: Lemon Gel (10) | RARE ITEM: Lemon Gel (1.25) | ERES STONES: 117

LOCATION(S): Aqua Abatement

FERISES ELEMENT



HP	WEIGHT	EXP	GALD	LEVEL
6598	Feather	140	378	42
ATK	DEF	INT	ACC	EVA
415	73	243	30	110

NORMAL ITEM: Miracle Bottle (10) | RARE ITEM: Miracle Bottle (1.25) | ERES STONES: 126

LOCATION(S): Mirage Palace (4)

VERISES ELEMENT X



HP	WEIGHT	EXP	GALD	LEVEL
9932	Feather	181	459	51
ATK	DEF	INT	ACC	EVA
492	88	285	33	113

NORMAL ITEM: Guard Bottle (10) | RARE ITEM: Guard Bottle (1.25) | ERES STONES: 153

LOCATION(S): Character Quest: Thunder Monument

ORES ELEMENT X



HP	WEIGHT	EXP	GALD	LEVEL
13,774	Feather	217	522	58
ATK	DEF	INT	ACC	EVA
553	101	319	36	114

NORMAL ITEM: Miracle Bottle (10) | RARE ITEM: Miracle Bottle (1.25) | ERES STONES: 175

LOCATION(S): Character Quest: Hidden Fortress

EFS ELEMENT SPIRIT (2)



HP	WEIGHT	EXP	GALD	LEVEL
45,692	Feather	277	621	69
ATK	DEF	INT	ACC	EVA
971	180	519	50	150

NORMAL ITEM: Melange Gel (10) | RARE ITEM: Melange Gel (1.25) | ERES STONES: 207

LOCATION(S): Character Quest: Ruins of Frozen Light

GELURES SHIELD



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DANDARANTULA



BIND FIELD (BASE ERES)
Red Field of Effect that Binds nearby characters.

DEVOUR PREY (BASE ERES)
Enemy grabs onto any characters directly in front of it, temporarily preventing any motion or attacks, and does biting damage over a short period of time.

SPIDER WEB (BASE ERES)
Temporarily Binds a targeted character.

HP	WEIGHT	EXP	GALD	LEVEL
2892	Massive	65	198	22

ATK	DEF	INT	ACC	EVA
292	34	49	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Jotang Set (20)	Apple Gel (2.5)	66

LOCATION(S):
Harmit Hill

GRANDARANTULA

HP	WEIGHT	EXP	GALD	LEVEL
4797	Massive	108	297	33

ATK	DEF	INT	ACC	EVA
405	51	64	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	99

LOCATION(S):
World Map, Near Altar of the Sea; Altar of the Sea

DANDARANTULA SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
10,046	Massive	112	340	34

ATK	DEF	INT	ACC	EVA
624	80	95	37	137

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	102

LOCATION(S):
Altar of the Sea (Chaotic Zone)

DANDARANTULA X

HP	WEIGHT	EXP	GALD	LEVEL
12,038	Massive	201	477	53

ATK	DEF	INT	ACC	EVA
612	83	98	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Holy Bottle (10)	Holy Bottle (1.25)	159

LOCATION(S):
Character Quest: Waterways

GHOSTARANTULA

HP	WEIGHT	EXP	GALD	LEVEL
12,038	Massive	201	477	53

ATK	DEF	INT	ACC	EVA
612	83	98	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Charm Bottle (10)	Charm Bottle (1.25)	159

LOCATION(S):
Character Quest: Waterways

GRANDANTULA X

HP	WEIGHT	EXP	GALD	LEVEL
14,470	Massive	222	513	57

ATK	DEF	INT	ACC	EVA
653	89	104	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Guard Bottle (10)	Guard Bottle (1.25)	171

LOCATION(S):
Character Quest: Hidden Fortress

EARTH SPIDER

HP	WEIGHT	EXP	GALD	LEVEL
15,151	Massive	228	522	58

ATK	DEF	INT	ACC	EVA
661	91	106	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	174

LOCATION(S):
Character Quest: Hidden Fortress

DANDARANTULA SPIRIT X2

HP	WEIGHT	EXP	GALD	LEVEL
66,227	Massive	328	750	75

ATK	DEF	INT	ACC	EVA
1295	186	186	53	153

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	225

LOCATION(S):
Character Quest: Altar of the Sea

...ES

...ures one or more elemental Crystal ...ding to their strong element.

...ES (ERGANE ERES)
...Purify a targeted character.

...FIELD (BASE ERES)
...Effect that Petrifies nearby ...



HES DIVA

HP	WEIGHT	EXP	GALD	LEVEL
3027	Heavy	73	216	24

ATK	DEF	INT	ACC	EVA
260	43	147	23	105

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Life Bottle (2.5)	72

LOCATION(S):
Bridge Pylons

NOTES:
Semi-Set Encounters

HES DIVA

HP	WEIGHT	EXP	GALD	LEVEL
4795	Heavy	106	306	34

ATK	DEF	INT	ACC	EVA
346	62	[illegible]	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Apple Gel (2.5)	102

LOCATION(S):
Altar of the Sea

HES DIVA

HP	WEIGHT	EXP	GALD	LEVEL
5763	Heavy	[illegible]	342	38

ATK	DEF	INT	ACC	EVA
381	69	[illegible]	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Panacea Bottle (2.5)	114

LOCATION(S):
Thunder Monument

DIVA SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
13,856	Heavy	149	420	42

ATK	DEF	INT	ACC	EVA
623	115	317	40	140

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (Chaotic Zone)

HES DIVA X

HP	WEIGHT	EXP	GALD	LEVEL
6728	Heavy	169	378	41

ATK	DEF	INT	ACC	EVA
415	76	226	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	226

LOCATION(S):
Mirage Palace (3)

MEDUSA

HP	WEIGHT	EXP	GALD	LEVEL
8327	Heavy	168	414	46

ATK	DEF	INT	ACC	EVA
449	84	244	31	113

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Apple Gel (1.25)	138

LOCATION(S):
Wings of Light (1)

ZOMBIE DIVA

HP	WEIGHT	EXP	GALD	LEVEL
8327	Heavy	168	414	46

ATK	DEF	INT	ACC	EVA
449	84	244	31	113

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	138

LOCATION(S):
Wings of Light (3)

HES DIVA X

HP	WEIGHT	EXP	GALD	LEVEL
15,856	Heavy	241	540	60

ATK	DEF	INT	ACC	EVA
570	109	306	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Lettuce (20)	Lettuce (2.5)	180

LOCATION(S):
Character Quest: Earth Monument

DIVA SPIRIT X2

HP	WEIGHT	EXP	GALD	LEVEL
55,076	Heavy	312	729	72

ATK	DEF	INT	ACC	EVA
1010	197	503	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Muscle Gel (10)	Muscle Gel (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (7)

MEDUSA X

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	[illegible]	[illegible]

LOCATION(S):
[illegible]

MIMIC BED



Mimic beds use various Fields of Effect to temporarily lower stats of nearby characters. Mimic beds can use more than one of these effects.

BOOBY TRAP (BASE ERES)
The foe temporarily engulfs and damages a character, spitting them out after a few seconds.

MUDDY BED

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	[illegible]	[illegible]

LOCATION(S):
[illegible]

MUSIC BOX

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	[illegible]	[illegible]

LOCATION(S):
[illegible]

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HILL ANGLER

SURPRISE BALL (BASE ERES)
The angler's ball-shaped lure is dangled over its mouth to attempt to sucker your characters.

SUMO CHARGE (BASE ERES)
The foe lures a character into its mouth with its lure, then emits a long ray of energy.

SUMO STOMP (BASE ERES)
The enemy stomps down with its forefeet and lets loose a breath attack.



MANDRAKE

Mandrakes all use powerful Crystal Eres spells that cover a small to large area. Many of them display the areas to be affected for a few seconds before actual damage is dealt, so keep your eyes open.

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ANGEL'S TRUMPET

HP	WEIGHT	EXP	GALD	LEVEL
31,512	Heavy	504	576	68
ATK	DEF	INT	ACC	EVA
683	111	254	38	118

NORMAL ITEM	RARE ITEM	ERES STONES
Carrot (10)	Prunicus Bottle (1.25)	192

LOCATION(S):
Character Quest: The Cage

BELLADONNA

HP	WEIGHT	EXP	GALD	LEVEL
30,720	Heavy	282	402	57
ATK	DEF	INT	ACC	EVA
504	116	265	48	120

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	231

LOCATION(S):
Character Quest: Secret Passage (2); (3): Mountain Path

ANGEL'S TRUMPET

HP	WEIGHT	EXP	GALD	LEVEL
27,443	Heavy	318	652	73
ATK	DEF	INT	ACC	EVA
545	127	284	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Carrot (10)	Prunicus Bottle (1.25)	219

LOCATION(S):
Character Quest: Bridge (2)

ZEPHYR

CHOMP (BASE ERES)
Multiple strong biting attacks.
Some Zephyrs may occasionally use Crystal Eres according to their type.



FLAME ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
4566	Heavy	114	306	34
ATK	DEF	INT	ACC	EVA
381	59	177	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	102

LOCATION(S):
Altar of the Sea

ICICLE ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
4566	Heavy	114	306	34
ATK	DEF	INT	ACC	EVA
381	59	177	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	102

LOCATION(S):
Altar of the Sea

CRIMSON ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
6598	Heavy	150	378	42
ATK	DEF	INT	ACC	EVA
457	73	210	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	126

LOCATION(S):
Mirage Palace (2)

OBSIDIAN ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
6598	Heavy	150	378	42
ATK	DEF	INT	ACC	EVA
457	73	210	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (2)

ABSOLUTE ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
7931	Heavy	169	414	46
ATK	DEF	INT	ACC	EVA
494	80	227	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
All-Divide (10)	All-Divide (1.25)	138

LOCATION(S):
Wings of Light (2)

INDIGO ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
7931	Heavy	169	414	46
ATK	DEF	INT	ACC	EVA
494	80	227	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	105

LOCATION(S):
Wings of Light (2)

ZEPHYR SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
15,842	Heavy	169	440	42
ATK	DEF	INT	ACC	EVA
742	120	317	41	143

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	138

LOCATION(S):
Wings of Light (2) (Chaotic Zone)

HEALING ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
7931	Heavy	169	414	46
ATK	DEF	INT	ACC	EVA
494	80	227	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Bust (10)	Melange Gel (1.25)	168

LOCATION(S):
Wings of Light (3)

ZEPHYR ASHODEUS

HP	WEIGHT	EXP	GALD	LEVEL
12,565	Heavy	221	504	56
ATK	DEF	INT	ACC	EVA
561	92	268	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Bottle (10)	Flare Bottle (1.25)	168

LOCATION(S):
Character Quest: Altar of Atonement

CRIMSON ZEPHYR X

HP	WEIGHT	EXP	GALD	LEVEL
27,443	Heavy	322	657	73
ATK	DEF	INT	ACC	EVA
758	117	338	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	219

LOCATION(S):
Character Quest: Bridge (1)

FLAME ZEPHYR X

HP	WEIGHT	EXP	GALD	LEVEL
30,108	Heavy	334	675	75
ATK	DEF	INT	ACC	EVA
769	130	346	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	225

LOCATION(S):
Character Quest: Altar of the Sea

THE ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
30,108	Heavy	334	675	75
ATK	DEF	INT	ACC	EVA
769	130	346	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Clarence Bottle (1.25)		225

LOCATION(S):
Character Quest: Altar of the Sea

ZEPHYR SPIRIT X

HP	WEIGHT	EXP	GALD	LEVEL
69,126	Heavy	354	780	78
ATK	DEF	INT	ACC	EVA
1196	204	502	54	154

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (1.25)		234

LOCATION(S):
Character Quest: Wings of Light (2) (Chaotic Zone)

DRAGON



FIRE DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
6933	Special	160	315	35
ATK	DEF	INT	ACC	EVA
497	73	181	47	117

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible] (20)	Apple Gel (2.5)	105

LOCATION(S):
Altar of the Sea; Fire Monument

ICE DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
7601	Special	178	337	37
ATK	DEF	INT	ACC	EVA
521	77	195	47	118

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible] (10)	Lemon Gel (1.25)	111

LOCATION(S):
Ice Monument

STORM DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
7959	Special	178	342	38
ATK	DEF	INT	ACC	EVA
583	79	194	48	118

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	114

LOCATION(S):
Thunder Monument

CHAOS DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
8334	Special	184	351	39
ATK	DEF	INT	ACC	EVA
545	81	198	49	119

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Prunicus Bottle (2.5)	117

LOCATION(S):
Earth Monument

SILVER DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
9567	Special	202	378	42
ATK	DEF	INT	ACC	EVA
581	87	210	58	120

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (3)

DRAGON SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
23,000	Special	228	460	46
ATK	DEF	INT	ACC	EVA
944	144	317	61	151

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	138

LOCATION(S):
Wings of Light (1) (Chaotic Zone)

VAMPIRE DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
11,500	Special	228	414	46
ATK	DEF	INT	ACC	EVA
629	96	237	51	121

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	138

LOCATION(S):
Wings of Light (2)

TIAMAT

HP	WEIGHT	EXP	GALD	LEVEL
30,108	Heavy	334	675	75
ATK	DEF	INT	ACC	EVA
769	130	346	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Steak Bottle (10)	Steak Bottle (1.25)	168

LOCATION(S):
Character Quest: The Quiet Castle (2); Altar of the Sea (3); Wings of Light (2)

FROST DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
30,720	Special	282	402	57
ATK	DEF	INT	ACC	EVA
504	116	265	48	120

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (10)	Cheese Bottle (1.25)	231

LOCATION(S):
Character Quest: Ice Monument

LAVA DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
27,443	Special	322	657	73
ATK	DEF	INT	ACC	EVA
758	117	338	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Flame Bottle (10)	Flame Bottle (1.25)	168

LOCATION(S):
Character Quest: Tower of the Dragon

CREVASSE DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
30,108	Special	334	675	75
ATK	DEF	INT	ACC	EVA
769	130	346	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Mirage Gem (20)	Mirage Gem (2.5)	219

LOCATION(S):
Character Quest: Mirage Palace (2)

DRAGON SPIRIT X

HP	WEIGHT	EXP	GALD	LEVEL
108,228	Special	451	780	84
ATK	DEF	INT	ACC	EVA
1196	204	502	54	154

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (20)	Pineapple Gel (2.5)	234

LOCATION(S):
Character Quest: Wings of Light (2) (Chaotic Zone)

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SKELETON D...

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Shell Bottle (1.25)	234

LOCATION(S):
Character Quest: Ming-Ga Light (3)

MINI-AUTOMATON



MINI-AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	DEF	INT	ACC	EVA
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (1)

MINI-AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	DEF	INT	ACC	EVA
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (2)

MINI-AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	DEF	INT	ACC	EVA
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (3)

MINI-AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	DEF	INT	ACC	EVA
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (3) (Chaotic Zone)

MINI-AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	DEF	INT	ACC	EVA
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (4)

MINI-AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	DEF	INT	ACC	EVA
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (5)

MINI-AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	DEF	INT	ACC	EVA
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (6)

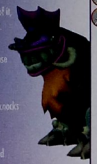
GRAND GAET

CANNON OF THE OVERLORD (BASE ERES)
The foe breaths out a small cloud of energy in front of it, damaging and knocking down characters caught in it.

HAMMER OF THE OVERLORD (BASE ERES)
The enemy bellyflops onto the ground, damaging those trapped beneath.

ROAR OF THE OVERLORD (BASE ERES)
A long-reaching breath attack damages and slightly knocks back characters caught by it.

SCREAM OF THE OVERLORD (BASE ERES)
The enemy goes into an extended spin, damaging and possibly knocking down characters standing too close.



GRAND GAET SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
23,753	Special	194	420	42
ATK	DEF	INT	ACC	EVA
872	98	249	40	140

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	176

LOCATION(S):
Mirage Palace (3) (Chaotic Zone)

LION GAET

HP	WEIGHT	EXP	GALD	LEVEL
14,276	Special	218	414	46
ATK	DEF	INT	ACC	EVA
629	72	192	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	138

LOCATION(S):
Wings of Light (2)

NAGAS GAET

HP	WEIGHT	EXP	GALD	LEVEL
14,276	Special	218	414	46
ATK	DEF	INT	ACC	EVA
629	72	192	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	138

LOCATION(S):
Wings of Light (3)

GHOST GRAND GAET

HP	WEIGHT	EXP	GALD	LEVEL
14,276	Special	218	414	46
ATK	DEF	INT	ACC	EVA
629	72	192	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Cream Cheese (10)	Life Bottle (1.25)	38

LOCATION(S):
Wings of Light (3)

ANCIENT GAET

HP	WEIGHT	EXP	GALD	LEVEL
35,822	Special	359	594	66
ATK	DEF	INT	ACC	EVA
870	103	261	39	119

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	198

LOCATION(S):
Character Quest: Secret Passage (1) (2); Secret Passage (2) (2); Nauctrus Path

GRAND GAET SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
94,417	[illegible]	406	720	72
ATK	[illegible]	INT	ACC	EVA
1414	[illegible]	395	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	[illegible]	216

LOCATION(S):
Character Quest: [illegible] Palace (3)

NAGAS GAET

HP	WEIGHT	EXP	GALD	LEVEL
67,214	Special	456	702	78
ATK	DEF	INT	ACC	EVA
1015	[illegible]	303	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	234

LOCATION(S):
Character Quest: [illegible] Light (3)

...TOMATON



...tomaton falls over, damaging any ...around strike it.

...tomaton sweeps up between its ...them in strikes.

...tomaton rises or more characters within ...

HP	WEIGHT	EXP	GALD	LEVEL
10,484	Special	200	450	50
ATK	DEF	INT	ACC	EVA
581	104	187	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Lemon Gel (2.5)	150

LOCATION(S):
Character Quest: Cloud Hollow

...TOMATON

HP	WEIGHT	EXP	GALD	LEVEL
10,980	Special	206	459	51
ATK	DEF	INT	ACC	EVA
591	106	198	[illegible]	113

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Pineapple Gel (1.25)	153

LOCATION(S):
Character Quest: Thunder Monument

...TOMATON

HP	WEIGHT	EXP	GALD	LEVEL
12,605	Special	223	486	54
ATK	DEF	INT	ACC	EVA
622	113	200	[illegible]	115

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Lemon Gel (1.25)	[illegible]

LOCATION(S):
Character Quest: Man-Eating Kuiu

...TOMATON

HP	WEIGHT	EXP	GALD	LEVEL
19,967	Special	282	[illegible]	64
ATK	DEF	INT	[illegible]	EVA
725	133	231	[illegible]	118

NORMAL ITEM	RARE ITEM	ERES STONES
[illegible]	Miracle Gel (1.25)	192

LOCATION(S):
Character Quest: The Eggs

ELECTRIC AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
28,849	Special	330	648	77
ATK	DEF	INT	ACC	EVA
808	150	257	48	102

NORMAL ITEM	RARE ITEM	ERES STONES
Rune Bottle (10)	Rune Bottle (1.25)	[illegible]

LOCATION(S):
Character Quest: Mirage Palace (3)

DEVIL AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
30,207	Special	340	657	78
ATK	DEF	INT	ACC	EVA
818	152	260	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Dark Bottle (10)	Dark Bottle (1.25)	234

LOCATION(S):
Character Quest: Orange (3)

DINOWYRM

BILE (BASE ERES)
A spray of sickly fluid in a small area.

STICKY FIELD (BASE ERES)
Red Field of Effect that may Poison nearby characters and lower their ATK and DEF.



DINOGIRAFFE

HP	WEIGHT	EXP	GALD	LEVEL
179,729	Special	340	5460	78
ATK	DEF	INT	ACC	EVA
1305	306	248	74	184

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (3)

GENTLEMAN

AFTER YOU (BASE ERES)
The enemy walks straight forward in a swift line, damaging nearby characters with each step.

BOLD STRETCH (BASE ERES)
The foe flops down onto the ground, damaging characters under him.



RAVEN

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	[illegible]	[illegible]

LOCATION(S):
Mirage Palace, Rune Goddess Fortress

GENTLEMAN

HP	WEIGHT	EXP	GALD	LEVEL
11,304	Heavy	330	594	66
ATK	DEF	INT	ACC	EVA
607	86	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	[illegible]	[illegible]

LOCATION(S):
Character Quest: Mount Rage, Rune Goddess Fortress

DISCO KID

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
629	87	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	[illegible]	[illegible]

LOCATION(S):
Character Quest: Statue of the Three

GENTLEMAN

HP	WEIGHT	EXP	GALD	LEVEL
31,098	Heavy	330	648	77
ATK	DEF	INT	ACC	EVA
823	125	250	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	[illegible]	[illegible]

LOCATION(S):
Character Quest: Lemon Island, Deserted Mansion (Key) in the 10 Room Corridor

Scanned by CamScanner

Bosses

Key information for the Boss and other special enemies is much the same as in the previous section, with the addition of the monster's family in parentheses after its name. Moves are often the same as those of the rest of its family, at least in part, while more specialized moves are covered in the relevant section of the walkthrough.

WARNING!

Note: the identity of some of these Boss enemies may be large spoilers for those not in the storyline. If you don't want to risk being spoiled, be careful when checking these pages!

*CRYSTAPANTHER (ICE)

HP	WEIGHT	EXP	GALD	LEVEL
5859	Normal	60	280	4
ATK	DEF	INT	ACC	EVA
160	113	29	35	155

NORMAL ITEM: Poison Braces (100) | RARE ITEM: — | ERES STONES: 155

LOCATION(S): Crystal Forest

*DINOWYRM (ICE)

HP	WEIGHT	EXP	GALD	LEVEL
6549	Special	90	420	6
ATK	DEF	INT	ACC	EVA
191	23	43	46	156

NORMAL ITEM: Climax Bottle (100) | RARE ITEM: — | ERES STONES: 18

LOCATION(S): Secret Passage (2)/Mountain Path

*DINOGORGON (ICE)

HP	WEIGHT	EXP	GALD	LEVEL
7181	Special	122	560	8
ATK	DEF	INT	ACC	EVA
221	31	48	47	157

NORMAL ITEM: Miracle Gel (100) | RARE ITEM: — | ERES STONES: 24

LOCATION(S): The Crags

*CITADEL TIGER (ICE)

HP	WEIGHT	EXP	GALD	LEVEL
7619	Massive	178	770	11
ATK	DEF	INT	ACC	EVA
310	82	60	38	128

NORMAL ITEM: Ironwater (100) | RARE ITEM: — | ERES STONES: 33

LOCATION(S): Waterways

GRAND GALE (ICE)

HP	WEIGHT	EXP	GALD	LEVEL
22,000	Special	307	980	14
ATK	DEF	INT	ACC	EVA
380	54	80	59	159

NORMAL ITEM: Goer Armor (100) | RARE ITEM: — | ERES STONES: 42

LOCATION(S): Poppo's Workshop

*GIGANT (ICE)

HP	WEIGHT	EXP	GALD	LEVEL
25,916	Special	350	1100	17
ATK	DEF	INT	ACC	EVA
342	47	53	37	122

NORMAL ITEM: Stun Bracelet (100) | RARE ITEM: — | ERES STONES: 45

LOCATION(S): Ruins of Frozen Light

*ARMORED ANGEL (ICE)

HP	WEIGHT	EXP	GALD	LEVEL
14,875	Special	376	1260	18
ATK	DEF	INT	ACC	EVA
439	74	77	41	171

NORMAL ITEM: Elixir (100) | RARE ITEM: — | ERES STONES: 54

LOCATION(S): Forest of No Return

DIVA (DIVAL)

HP	WEIGHT	EXP	GALD	LEVEL
12,000	Heavy	377	1470	21
ATK	DEF	INT	ACC	EVA
352	76	103	42	162

NORMAL ITEM: Protect Ring (100) | RARE ITEM: — | ERES STONES: 63

LOCATION(S): Man-Eating Plants

NOTES: Appears with Atomic Bird

ATOMIC BIRD (ANIMAL)

HP	WEIGHT	EXP	GALD	LEVEL
15,000	Special	389	189	21
ATK	DEF	INT	ACC	EVA
352	76	104	42	162

NORMAL ITEM: Apple Gel (20) | RARE ITEM: Lemon Gel (50) | ERES STONES: 63

LOCATION(S): Mont-Eolia Ski Resort

NOTES: Appears with Diva

PHARAOH (GIANT)

HP	WEIGHT	EXP	GALD	LEVEL
37,444	Special	490	1610	23
ATK	DEF	INT	ACC	EVA
412	67	71	52	152

NORMAL ITEM: Seal Charm (100) | RARE ITEM: — | ERES STONES: 69

LOCATION(S): Front Lines

ZEPHYR (ICE)

HP	WEIGHT	EXP	GALD	LEVEL
600	Heavy	2	9	1
ATK	DEF	INT	ACC	EVA
69	3	41	14	94

NORMAL ITEM: Monster Gel (100) | RARE ITEM: — | ERES STONES: 3

LOCATION(S): Characters' ship during opening sequence

MOSES (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
2194	Middle	22	27	3
ATK	DEF	INT	ACC	EVA
170	33	38	35	155

NORMAL ITEM: Rhizopelta Gel (100) | RARE ITEM: — | ERES STONES: —

LOCATION(S): Boardin' Inn

NOTES: Appears with Gilet

GILET (GALE)

HP	WEIGHT	EXP	GALD	LEVEL
2852	Heavy	22	27	3
ATK	DEF	INT	ACC	EVA
156	31	34	45	165

NORMAL ITEM: Milk (20) | RARE ITEM: Climax Bottle (2.5) | ERES STONES: 9

LOCATION(S): Boardin' Inn

NOTES: Appears with Moses

HP	WEIGHT	EXP	GALD	LEVEL
23,507	Special	632	1750	25
ATK	DEF	INT	ACC	EVA
545	130	140	63	173

RARE ITEM: — | ERES STONES: 75

LOCATION(S): Bridge Pluses

HP	WEIGHT	EXP	GALD	LEVEL
16,000	Middle	519	1960	28
ATK	DEF	INT	ACC	EVA
442	122	117	44	164

RARE ITEM: — | ERES STONES: —

LOCATION(S): Bridge (1)

NOTES: Appears with Frost Bear X

HP	WEIGHT	EXP	GALD	LEVEL
8000	Heavy	91	32	28
ATK	DEF	INT	ACC	EVA
383	96	70	42	104

RARE ITEM: Princess Bottle (2.5) | ERES STONES: 64

LOCATION(S): Bridge (1)

NOTES: Appears with Meikonia

HP	WEIGHT	EXP	GALD	LEVEL
13,861	Middle	519	1960	28
ATK	DEF	INT	ACC	EVA
619	122	117	44	164

RARE ITEM: — | ERES STONES: —

LOCATION(S): Bridge (2)

VACLAV (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
14,513	Middle	542	2030	29
ATK	DEF	INT	ACC	EVA
500	126	120	85	165

NORMAL ITEM: Steel Bracelet (100) | RARE ITEM: — | ERES STONES: —

LOCATION(S): Bridge (2)

VACLAV (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
17,415	Middle	542	2030	29
ATK	DEF	INT	ACC	EVA
679	126	120	85	165

NORMAL ITEM: Emerald Ring (100) | RARE ITEM: — | ERES STONES: —

LOCATION(S): Bridge (top)

GOLD GALE (GALE)

HP	WEIGHT	EXP	GALD	LEVEL
25,000	Heavy	309	2240	32
ATK	DEF	INT	ACC	EVA
750	125	117	56	176

NORMAL ITEM: Moon Crystal (100) | RARE ITEM: — | ERES STONES: 96

LOCATION(S): Hidden Fortress

NOTES: Appears with Silver Gale

SILVER GALE (GALE)

HP	WEIGHT	EXP	GALD	LEVEL
25,000	Heavy	309	2240	32
ATK	DEF	INT	ACC	EVA
750	125	117	56	176

NORMAL ITEM: Elixir (100) | RARE ITEM: — | ERES STONES: 96

LOCATION(S): Hidden Fortress

NOTES: Appears with Gold Gale

ZEPHYR (HUMAN/GERMAN)

HP	WEIGHT	EXP	GALD	LEVEL
21,919	Heavy	688	2380	34
ATK	DEF	INT	ACC	EVA
850	170	177	47	167

NORMAL ITEM: Poison Charm (100) | RARE ITEM: — | ERES STONES: —

LOCATION(S): Altar of the Sun

VOLCANO (FIRE)

NORMAL ITEM: — | RARE ITEM: — | ERES STONES: —

LOCATION(S): —

GLACIER (ICE)

NORMAL ITEM: — | RARE ITEM: — | ERES STONES: —

LOCATION(S): —

TEMPEST (GALE)

NORMAL ITEM: — | RARE ITEM: — | ERES STONES: —

LOCATION(S): —

EARTHQUAKE (EARTH)

NORMAL ITEM: — | RARE ITEM: — | ERES STONES: —

LOCATION(S): —

ZEPHYR (HUMAN)

NORMAL ITEM: — | RARE ITEM: — | ERES STONES: —

LOCATION(S): —

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BELLADONNA

HP	WEIGHT	EXP	GALD	LEVEL
21,870	Heavy	2791	5670	81
ATK	DEF	INT	ACC	EVA
1694	310	307	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
Muscle Gel (7.5)	—	237

LOCATION(S):
Character Quest: Ancient Village

NOTES:
Appears with Barbarian

ANUBIS HEC

HP	WEIGHT	EXP	GALD	LEVEL
143,730	Special	3018	5750	75
ATK	DEF	INT	ACC	EVA
2202	761	184	71	193

NORMAL ITEM	RARE ITEM	ERES STONES
FOE3 Charm (100)	—	225

LOCATION(S):
Character Quest: Altar of the Sea

CHARIOT GAL

HP	WEIGHT	EXP	GALD	LEVEL
204,684	Special	2791	5530	79
ATK	DEF	INT	ACC	EVA
1694	310	307	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
All-Divide (30)	All-Divide (3.75)	237

LOCATION(S):
Character Quest: Cradle of Time

DULLAHAN

HP	WEIGHT	EXP	GALD	LEVEL
21,870	Heavy	1113	5810	69
ATK	DEF	INT	ACC	EVA
1126	353	285	65	180

NORMAL ITEM	RARE ITEM	ERES STONES
—	—	207

LOCATION(S):
Character Quest: Ruins of Frozen Light

SCHWARTZ (2)

HP	WEIGHT	EXP	GALD	LEVEL
138,253	Special	—	—	78
ATK	DEF	INT	ACC	EVA
1887	340	276	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
—	—	—

LOCATION(S):
Character Quest: Wings of Light (3)

NOTES:
Fight stops halfway through

LIZARD PALADIN

HP	WEIGHT	EXP	GALD	LEVEL
100,000	Heavy	1071	5600	80
ATK	DEF	INT	ACC	EVA
1592	314	254	75	195

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Bottle (20)	Flare Bottle (2.5)	240

LOCATION(S):
Character Quest: Cradle of Time

NOTES:
Appears with Silver Gale

SOLON JAHN

HP	WEIGHT	EXP	GALD	LEVEL
85,312	Middle	918	5040	72
ATK	DEF	INT	ACC	EVA
1010	314	253	62	182

NORMAL ITEM	RARE ITEM	ERES STONES
—	—	—

LOCATION(S):
Character Quest: Mirage Palace (3)

NOTES:
Appears with Dark Jay

PANDEMONIUM (2)

HP	WEIGHT	EXP	GALD	LEVEL
260,570	Special	2791	711	79
ATK	DEF	INT	ACC	EVA
1540	310	307	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
FOE3 Charm (100)	—	237

LOCATION(S):
Character Quest: Altar of the Sea

SILVER GALE (2)

HP	WEIGHT	EXP	GALD	LEVEL
100,000	Heavy	1071	5600	80
ATK	DEF	INT	ACC	EVA
1592	314	254	75	195

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	240

LOCATION(S):
Character Quest: Abel's Shrine

NOTES:
Appears with Chariot Gale

DARK JAY

HP	WEIGHT	EXP	GALD	LEVEL
85,312	Middle	918	5040	72
ATK	DEF	INT	ACC	EVA
1010	314	253	62	182

NORMAL ITEM	RARE ITEM	ERES STONES
—	—	—

LOCATION(S):
Character Quest: Mirage Palace (3)

NOTES:
Appears with Solon

CITADEL TURTLE

HP	WEIGHT	EXP	GALD	LEVEL
101,713	Massive	2125	5530	79
ATK	DEF	INT	ACC	EVA
1500	447	265	64	155

NORMAL ITEM	RARE ITEM	ERES STONES
Guard Bottle (20)	Guard Bottle (2.5)	237

LOCATION(S):
Character Quest: Cradle of Time

DIVA (2)

HP	WEIGHT	EXP	GALD	LEVEL
118,985	[illegible]	[illegible]	5600	80
ATK	[illegible]	[illegible]	ACC	EVA
1224	[illegible]	[illegible]	65	185

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Bottle (30)	Flare Bottle (3.75)	240

LOCATION(S):
Character Quest: Cradle of Time

DARK VACLA

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	1064	5360	74
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

NORMAL ITEM	RARE ITEM	ERES STONES
—	—	—

LOCATION(S):
[illegible]

ZEPHYR UNC

HP	WEIGHT	EXP	GALD	LEVEL
101,713	Heavy	2166	5530	79
ATK	DEF	INT	ACC	EVA
1331	344	363	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
Clinax Bottle (30)	Clinax Bottle (3.75)	237

LOCATION(S):
Character Quest: Cradle of Time

DINOWYRM (2)

HP	WEIGHT	EXP	GALD	LEVEL
175,589	Special	360	5670	81
ATK	DEF	INT	ACC	EVA
1486	317	257	75	185

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (20)	Life Bottle (2.5)	243

LOCATION(S):
Character Quest: Cradle of Time

DRAGON (2)

HP	WEIGHT	EXP	GALD	LEVEL
217,157	Special	3080	5740	82
ATK	DEF	INT	ACC	EVA
1753	429	375	85	185

NORMAL ITEM	RARE ITEM	ERES STONES
Clinax Bottle (20)	Clinax Bottle (2.5)	246

LOCATION(S):
Character Quest: Cradle of Time

CRYSTARANTULA (2)

HP	WEIGHT	EXP	GALD	LEVEL
157,687	Massive	2284	5810	83
ATK	DEF	INT	ACC	EVA
1520	325	145	66	186

NORMAL ITEM	RARE ITEM	ERES STONES
Clinax Bottle (20)	Clinax Bottle (2.5)	249

LOCATION(S):
Character Quest: Cradle of Time

*ROYAL AUTOMATON (2)

HP	WEIGHT	EXP	GALD	LEVEL
157,687	Special	2464	5810	83
ATK	DEF	INT	ACC	EVA
1520	434	291	66	186

NORMAL ITEM	RARE ITEM	ERES STONES
Shell Bottle (20)	Shell Bottle (2.5)	249

LOCATION(S):
Character Quest: Cradle of Time

SCHWARTZ (2)

HP	WEIGHT	EXP	GALD	LEVEL
174,005	Special	—	—	84
ATK	DEF	INT	ACC	EVA
1152	362	291	66	166

NORMAL ITEM	RARE ITEM	ERES STONES
—	—	—

LOCATION(S):
Character Quest: Cradle of Time

NOTES:
Once again you need only get Schwartz' HP down around halfway before the fight stops

SCHWARTZ (2)

HP	WEIGHT	EXP	GALD	LEVEL
174,005	Special	2279	5810	84
ATK	DEF	INT	ACC	EVA
1382	362	291	86	186

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	—

LOCATION(S):
Character Quest: Cradle of Time

RARE ENEMIES

These enemies can be found using the Sorcerer's Scanner at very specific locations. Check the relevant maps for the exact spot for each monster.

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HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	Middle	291	4900	70
ATK	DEF	INT	ACC	EVA
1429	305	258	51	241

NORMAL ITEM	RARE ITEM	ERES STONES
Boiling Sac (50)	Boiling Sac (x 25)	—

LOCATION(S):
Arena: Single; Special



HP	WEIGHT	EXP	GALD	LEVEL
12,869	Middle	184	450	50
ATK	DEF	INT	ACC	EVA
726	156	207	33	173

NORMAL ITEM	RARE ITEM	ERES STONES
Guard Bottle (10)	Guard Bottle (1.25)	150

LOCATION(S):
Arena: Party; Beginner

NOTES:
Appears with Gelures Sword (2), Megant (2)



HP	WEIGHT	EXP	GALD	LEVEL
20,661	Light	223	522	58
ATK	DEF	INT	ACC	EVA
830	137	221	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Meleange Gel (2.5)	174

LOCATION(S):
Arena: Party; Intermediate

NOTES:
Two of these appear with two Hopper (2).



HP	WEIGHT	EXP	GALD	LEVEL
10,434	Light	172	432	48
ATK	DEF	INT	ACC	EVA
749	125	211	52	112

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Butter (2.5)	144

LOCATION(S):
Arena: Party; Beginner

NOTES:
You must fight four of these at one time.



HP	WEIGHT	EXP	GALD	LEVEL
12,869	Middle	188	450	50
ATK	DEF	INT	ACC	EVA
944	131	194	53	113

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Orange Gel (2.5)	150

LOCATION(S):
Arena: Party; Beginner

NOTES:
Appears with Gelures Shield (2), Megant (2)



HP	WEIGHT	EXP	GALD	LEVEL
21,633	Light	224	531	59
ATK	DEF	INT	ACC	EVA
758	136	253	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Mushroom [illegible]	177

LOCATION(S):
Arena: Party; [illegible]

NOTES:
Two of these appear with [illegible] of Yes Element (2).



HP	WEIGHT	EXP	GALD	LEVEL
17,354	Heavy	179	443	49
ATK	DEF	INT	ACC	EVA
927	114	215	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	147

LOCATION(S):
Arena: Party; Beginner

NOTES:
Appears with Phyrix (2).



HP	WEIGHT	EXP	GALD	LEVEL
24,309	Special	219	450	50
ATK	DEF	INT	ACC	EVA
1017	164	171	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	150

LOCATION(S):
Arena: Party; Beginner

NOTES:
Appears with Gelures Shield (2), Gelures Sword (2).



HP	WEIGHT	EXP	GALD	LEVEL
21,633	Fearless	222	531	59
ATK	DEF	INT	ACC	EVA
842	153	320	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	177

LOCATION(S):
Arena: Party; [illegible]

NOTES:
Appears with two Burning Eyrigh [illegible] Yes Element (2).



HP	WEIGHT	EXP	GALD	LEVEL
17,254	Middle	193	441	49
ATK	DEF	INT	ACC	EVA
785	128	240	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	147

LOCATION(S):
Arena: Party; Beginner

NOTES:
Appears with Blue Jelly (2).



HP	WEIGHT	EXP	GALD	LEVEL
17,542	Light	214	522	58
ATK	DEF	INT	ACC	EVA
788	137	221	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	174

LOCATION(S):
Arena: Party; Intermediate

NOTES:
Two of these appear with two Hoppedfly (2).



HP	WEIGHT	EXP	GALD	LEVEL
21,633	Fearless	222	531	59
ATK	DEF	INT	ACC	EVA
842	153	320	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Holy Bottle (10)	Holy Bottle (1.25)	177

LOCATION(S):
Arena: Party; Intermediate

NOTES:
Appears with two Burning Eyrigh (2) and one Kas Element (2).



HP	WEIGHT	EXP	GALD	LEVEL
20,508	Special	288	540	60
ATK	DEF	INT	ACC	EVA
1197	149	257	37	127

RARE ITEM	ERES STONES
Skull Bottle (1.25)	180

LOCATION(S):
Arena: Party; Intermediate

NOTES:
Appears with three Peepit Chick (2).



HP	WEIGHT	EXP	GALD	LEVEL
14,989	Feather	211	540	60
ATK	DEF	INT	ACC	EVA
770	141	257	37	117

RARE ITEM	ERES STONES
Egg (3.75)	[illegible]

LOCATION(S):
Arena: Party; Intermediate

NOTES:
Two of these appear with one Electric Angler (2).



HP	WEIGHT	EXP	GALD	LEVEL
42,548	Massive	296	612	68
ATK	DEF	INT	ACC	EVA
1245	177	190	40	120

RARE ITEM	ERES STONES
Butter (2.5)	[illegible]

LOCATION(S):
Arena: Party; Advanced

NOTES:
Appears with Mandrake (2), Paradise Peepit X [illegible]



HP	WEIGHT	EXP	GALD	LEVEL
32,729	Heavy	288	624	68
ATK	DEF	INT	ACC	EVA
767	177	349	40	120

RARE ITEM	ERES STONES
Orange Gel (1.25)	204

LOCATION(S):
Arena: Party; Advanced

NOTES:
Appears with Lightning Bear (2), Paradise Peepit X (2).



HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

RARE ITEM	ERES STONES
[illegible]	[illegible]

LOCATION(S):
[illegible]

NOTES:
[illegible]

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

RARE ITEM	ERES STONES
[illegible]	[illegible]

LOCATION(S):
[illegible]

NOTES:
[illegible]

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

RARE ITEM	ERES STONES
[illegible]	[illegible]

LOCATION(S):
[illegible]

NOTES:
[illegible]



HP	WEIGHT	EXP	GALD	LEVEL
42,548	Middle	299	594	68
ATK	DEF	INT	ACC	EVA
1055	177	319	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Panacea Bottle (2.5)	204

LOCATION(S):
Arena: Party; Advanced

NOTES:
Appears with Lightning Bear (2), Mandrake (2).



HP	WEIGHT	EXP	GALD	LEVEL
23,988	Light	279	621	69
ATK	DEF	INT	ACC	EVA
728	144	546	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	207

LOCATION(S):
Arena: Party; Advanced

NOTES:
Appears with Ice Ere (2), Plain Ere (2).



HP	WEIGHT	EXP	GALD	LEVEL
23,988	Light	279	621	69
ATK	DEF	INT	ACC	EVA
728	144	546	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Tomato (1.25)	207

LOCATION(S):
Arena: Party; Advanced

NOTES:
Appears with Charm Ere (2), Plain Ere (2).



HP	WEIGHT	EXP	GALD	LEVEL
23,988	Light	279	621	69
ATK	DEF	INT	ACC	EVA
728	144	546	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Panacea Bottle (2.5)	207

LOCATION(S):
Arena: Party; Advanced

NOTES:
Appears with Charm Ere (2), Ice Ere (2).



HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

RARE ITEM	ERES STONES
[illegible]	[illegible]

LOCATION(S):
[illegible]

NOTES:
[illegible]

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

RARE ITEM	ERES STONES
[illegible]	[illegible]

LOCATION(S):
[illegible]

NOTES:
[illegible]

HP	WEIGHT	EXP	GALD	LEVEL
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ATK	DEF	INT	ACC	EVA
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

RARE ITEM	ERES STONES
[illegible]	[illegible]

LOCATION(S):
[illegible]

NOTES:
[illegible]

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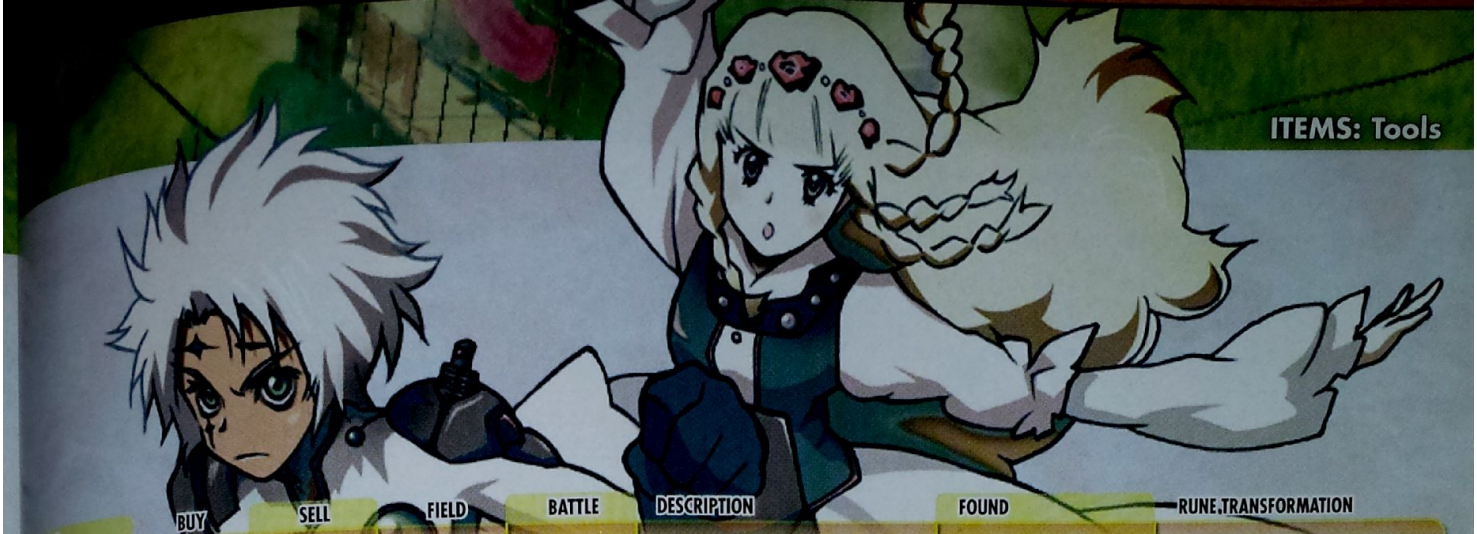
There is a very large variety of items, weapons, foods and the like to be found over the course of the game. Here you find a listing of what you may find, and what it can do for you. Many of the table entries are self-explanatory. The "found" entry lists in short where an item can be found—in a shop, customized, from a monster, or from a chest, in that order. Remember that some items that can be bought may also be found from enemies or in chests, some monster drops may also be located in chests, and so on. Items listed as "other" may only be found in special circumstances, such as through completion of a side quest.

TOOLS

Tools are often items used in the field or in combat for certain effects, although some have other uses such as being components for customization. The "Field" entry tells you whether or not an item has a use in the field, while "Battle" does the same for whether the tool can be used in combat. Some tools can be transformed into other tools using a Rune Bottle. In this case, the "Rune Transformation" entry tells you what the new item will be.

ITEM NAME	BUY	SELL	FIELD	BATTLE	DESCRIPTION	FOUND	RUNE TRANSFORMATION
Apple Gel	100	50	Y	Y	Restores 30% of Max HP.	Shop	Orange Gel
Orange Gel	200	100	Y	Y	Restores 30% of Max TP.	Shop	Apple Gel
Lemon Gel	1000	500	Y	Y	Restores 60% of Max HP.	Shop	Pineapple Gel
Pineapple Gel	1200	600	Y	Y	Restores 60% of Max TP.	Shop	Lemon Gel
Melange Gel	500	250	Y	Y	Restores 30% of Max HP and TP.	Shop	Scallop Gel
Scallop Gel	600	300	Y	Y	Restores 20% of Max HP and 40% of Max TP.	Shop	Melange Gel
Miracle Gel	3000	1500	Y	Y	Restores 60% of Max HP and TP.	Shop	—
Life Bottle	300	150	Y	Y	Revived with 20% of Max HP and 15% of Max TP.	Shop	—
Panacea Bottle	150	75	Y	Y	Cures all Status Effects.	Shop	—
Elixir	—	6000	Y	Y	Restores all HP and TP. Also cures Physical Ailments and revives KO'd party members.	Monster	—
Flare Bottle	1000	500	N	Y	Temporarily increases Attack.	Shop	Dinei Bottle
Syrup Bottle	1000	500	N	Y	Temporarily protects against Physical Ailments. Lowers ATK and INT.	Shop	Shell Bottle
Shell Bottle	1000	500	N	Y	Temporarily protects against Magical Ailments. Lowers ATK and INT.	Shop	Syrup Bottle
Brew Bottle	1000	500	N	Y	Temporarily increases Intelligence.	Shop	Flare Bottle
Acuity Bottle	1000	500	N	Y	Temporarily increases Accuracy.	Shop	[illegible]
Guard Bottle	1000	500	N	Y	Temporarily increases Defense.	Shop	[illegible]
Climax Bottle	—	1500	N	Y	Increases Climax Gauge.	Monster	—
Charm Bottle	—	1	Y	N	Discounts prices 30% when used before buying. Using more than one will not change effect.	Monster	—
Miracle Bottle	—	1	Y	N	Discounts prices 50% when used before buying. Using more than one will not change effect.	Monster	—
Holy Bottle	200	100	Y	N	Clads the body in an aura of white and decreases enemy encounter rate.	Shop	Dark Bottle
Dark Bottle	200	100	Y	N	Clads the body in an aura of black and increases enemy encounter rate.	Shop	Holy Bottle
Rune Bottle	3000	1500	Y	N	A potion that transforms one item into another.	Shop	—
Magic Lens	10	5	N	Y	Analyze enemy information.	Shop	—
All Guide	—	1	N	Y	Reduces all damage inflicted on allies and enemies during battle by 50%.	Monster	—
Soup	—	1	Y	N	Increases Max HP by 5%	Chest	Savory

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ITEM NAME	BUY	SELL	FIELD	BATTLE	DESCRIPTION	FOUND	RUNE TRANSFORMATION
	—	1	Y	N	Increases Max TP by 5%	Chest	Sage
	—	1	Y	N	ATK +1	Monster	Verbena
	—	1	Y	N	DEF +1	Chest	Lavender
	—	1	Y	N	ACC +1	Chest	Saffron
	—	1	Y	N	EVA +1	Chest	Rosemary
	—	1	Y	N	Increases Max HP by 10%.	Monster	Red Savory
	—	1	Y	N	Increases Max TP by 10%.	Monster	Red Sage
	—	1	Y	N	ATK +2	Monster	Red Verbena
	—	1	Y	N	DEF +2	Chest	Red Lavender
	—	1	Y	N	ACC +2	Chest	Red Saffron
	—	1	Y	N	EVA +2	Chest	Red Rosemary
	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
	—	1000	N	N	Highest quality aloe. Very rare. A tool used in customization.	Monster	—
	—	1000	N	N	A bolt of cloth. A tool used in customization.	Chest	—
	1500	750	N	N	It is said to have great healig powers. A tool used in customization.	Shop	—
	—	1000	N	N	Artificial bait used in fishing. A tool used in customization.	Monster	—
	—	1000	N	N	The flag bears the mark of a legendary pirate. A tool used in customization.	Chest	—
	—	1000	N	N	The transparent shell of a scallop. A tool used in customization.	Chest	—

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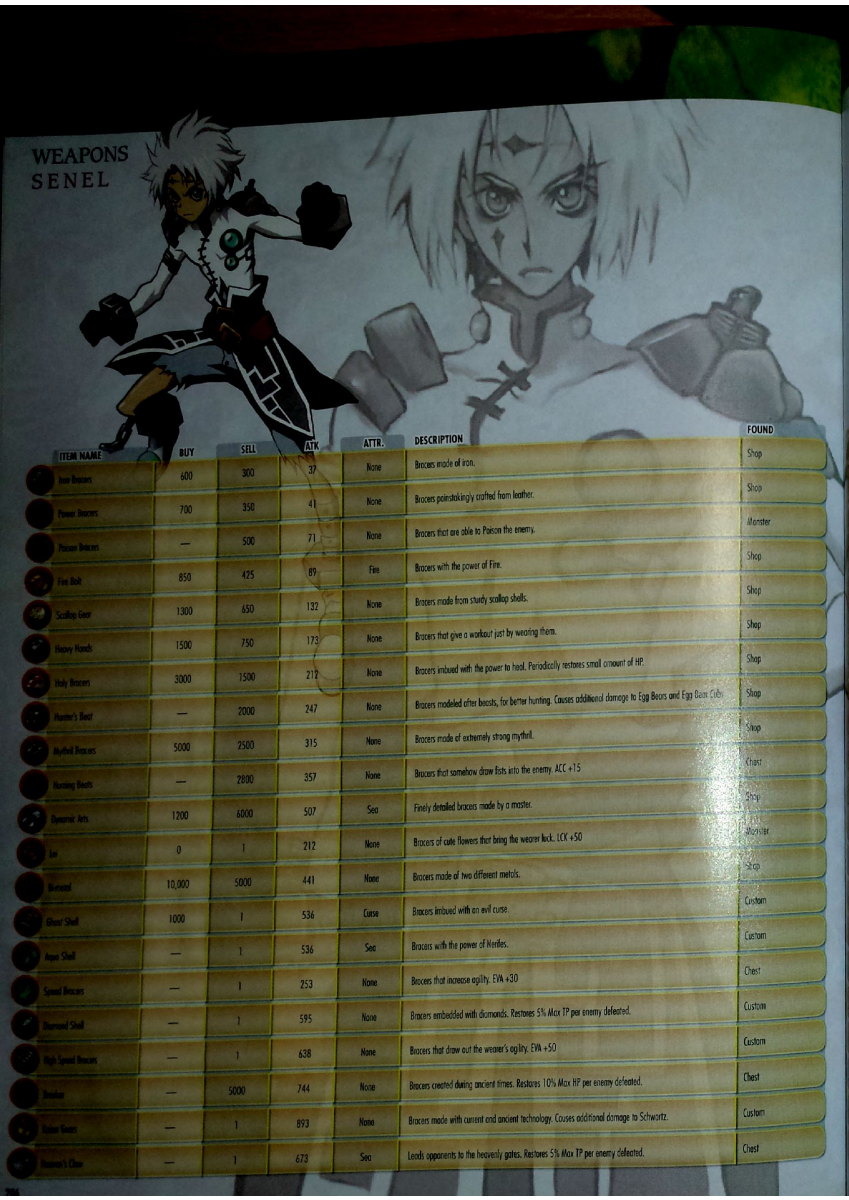
ACCESSORIES

As with tools, some accessories may be transformed into others using a Rune Bottle.

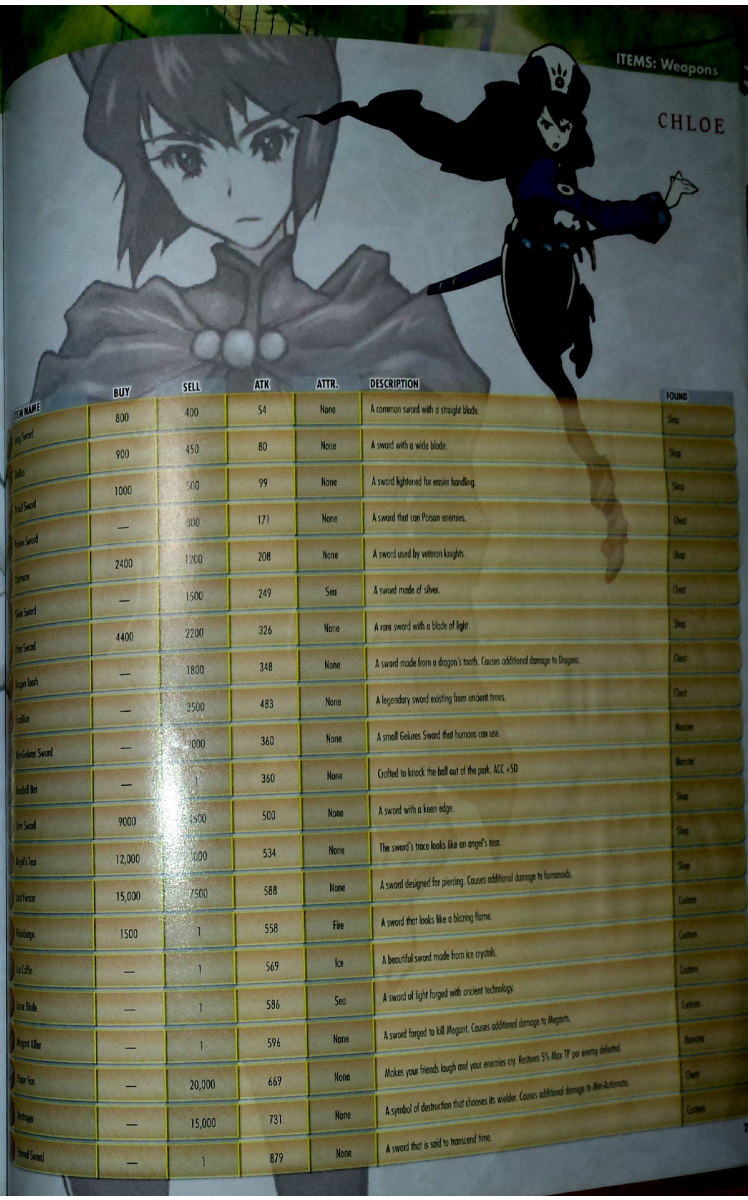
ITEM NAME	BUY	SELL	DESCRIPTION	FOUND	RUNE TRANSFORMATION
Talisman	8000	4000	A protective charm that increases Defense. DEF +5%	Shop	—
Heal Bracelet	10,000	5000	Restores 10% Max HP per enemy defeated.	Shop	Spirit Bangle
Spirit Bangle	10,000	5000	Restores 5% Max TP per enemy defeated.	Shop	Heal Bracelet
Blue Talisman	—	1	A protective charm that increases Defense. DEF +10%	Chest	Warrior Crest
Stun Bracelet	4000	2000	A bracelet that reduces the duration of Stun by 50%.	Shop	—
Stun Charm	4000	2000	A charm that protects against Stun.	Shop	—
Poison Charm	4000	2000	A charm that protects against Poison.	Shop	—
Paralysis Charm	4000	2000	A charm that protects against Paralysis.	Shop	—
Fire Charm	4000	2000	A charm that protects against Burning.	Shop	—
Freeze Charm	4000	2000	A charm that protects against Freezing.	Shop	—
Stone Charm	4000	2000	A charm that protects against Petrify.	Shop	—
Restraint Charm	4000	2000	A charm that protects against Bind.	Shop	—
Seal Charm	4000	2000	A charm that protects against Sealed Eyes.	Shop	—
Panic Charm	4000	2000	A charm that protects against Panic.	Shop	—
Doom Charm	4000	2000	A charm that protects against Instant Death.	Shop	—
FOE1 Charm	—	999	A charm that protects against Yellow Fields of Effect.	Monster	—
FOE2 Charm	—	999	A charm that protects against Red Fields of Effect.	Monster	—
FOE3 Charm	—	999	A charm that protects against Black Fields of Effect.	Monster	—
Emerald Ring	—	10,000	A ring that reduces TP consumption by 1/3.	Monster	—
Frenzy Ring	—	30,000	A ring that reduces TP consumption by 50%.	Monster	—
Protect Ring	—	8000	A ring that reduces physical damage by 10%.	Monster Rocket Ring	
Force Ring	—	20,000	A ring that reduces physical damage by 20%.	Monster	Reflect Ring
Resist Ring	—	8000	A ring that reduces elemental damage by 10%.	Monster	Protect Ring
Reflect Ring	—	20,000	A ring that reduces elemental damage by 20%.	Chest	Force Ring
Holy Ring	—	8000	Periodically restores a small amount of HP.	Chest	Spirit Ring
Spirit Ring	—	8000	Periodically restores a small amount of TP.	Chest	Holy Ring
Revive Ring	—	8000	Possible automatic recovery from KO during battle. Cannot be equipped during battle.	Chest	—
Technical Ring	—	1	A ring that increases Intelligence. INT +20	Chest	—
Warrior Crest	—	10,000	A symbol that increases Attack. ATK +10%	Chest	Blue Talisman

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND	RUNE TRANSFORMATION
Healer's Pact	2000	1000	A symbol that increases Luck. LCK +30	Shop	—
Heal Symbol	—	10,000	Periodically restores medium amount of HP.	Chest	Spirit Symbol
Spirit Symbol	—	10,000	Periodically restores medium amount of TP.	Chest	Holy Symbol
Holy Seal	—	60,000	EXP +50%. ATK, DEF & ACC -50%. No effect if KO'd or Petrified. Cannot be equipped during battle.	Chest	—
Revenge Seal	—	60,000	EXP +100%. ATK, DEF & ACC -75%. No effect if KO'd or Petrified. Cannot be equipped during battle.	Casino	—
Extreme Symbol	—	60,000	Increases ATK & ACC, but decreases DEF & EVA. A symbol of trade-offs.	Other	—
Multi Symbol	—	1	Increases CST. Equipping 2 of these will not change the effect.	Chest	—
Mystic Symbol	—	1	Protects against all Physical Ailments. Does not protect against Magical Ailments.	Chest	Attack Symbol
Attack Symbol	—	5000	Increases critical attack rate by 10%.	Chest	—
Cape	100	50	A generic cape made of cloth. DEF +1	Shop	Mystic Symbol
Leather Cape	400	200	A cape made of leather. DEF +3	Shop	—
Thief's Cape	3000	1500	A black cape often used by thieves. DEF +5, EVA +5	Shop	—
Green Cape	—	3000	A beautiful green cape. DEF +10, EVA +10	Chest	—
Flame Cape	—	4000	A cape with a symbol of fire. Fire Defensive Attribute +30	Monster	Freeze Cape
Freeze Cape	—	4000	A cape with a symbol of ice. Ice Defensive Attribute +30	Monster	Flame Cape
Thunder Cape	—	4000	A cape with a symbol of thunder. Lightning Defensive Attribute +30	Monster	Earth Cape
Earth Cape	—	4000	A cape with a symbol of earth. Earth Defensive Attribute +30	Monster	Thunder Cape
Aqua Cape	—	4000	A cape with a symbol of the sea. Sea Defensive Attribute +30	Chest	Rune Cape
Rune Cape	—	4000	A cape with a symbol of a curse. Earth Defensive Attribute +30	Monster	Aqua Cape
Leather Boots	600	300	Boots made of leather. EVA +10	Shop	—
Run Boots	—	3000	Boots that increase Evasion. EVA +40	Monster	—
Jet Boots	—	1	Boots that gently increase battle movement speed.	Other	Magic Mist
Tetron Boots	—	1	A cute pair of boots in the shape of a cat's paws. Reduces all damage taken by half.	Chest	—
Rebirth Doll	—	1	A mysterious doll that revives its KO'd wearer. Cannot be equipped during battle.	Chest	—
Series	—	1	A mysterious doll that raises earned Gold by 50%. Cannot be equipped during battle.	Monster	—
Blue Sapphire	—	1	A mysterious doll that raises earned Gold by 100%. Cannot be equipped during battle.	Chest	—
Gold Ring	25,000	12,500	A mysterious jewel that increases Max HP by 30%.	Shop	—
Power Crystal	25,000	12,500	A mysterious jewel that increases Max TP by 30%.	Shop	—
Magic Mist	—	1	A crystal ball that holds a mysterious smoke. Increases escape speed.	Chest	Jet Boots
Promise	—	1	Ring that brings the wearer luck. LCK +50	Chest	—

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ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Iron Bracers	600	300	37	None	Bracers made of iron.	Shop
Power Bracers	700	350	41	None	Bracers painstakingly crafted from leather.	Shop
Poison Bracers	—	500	71	None	Bracers that are able to Poison the enemy.	Monster
Fire Bolt	850	425	89	Fire	Bracers with the power of Fire.	Shop
Scallop Gear	1300	650	132	None	Bracers made from sturdy scallop shells.	Shop
Heavy Hands	1500	750	173	None	Bracers that give a workout just by wearing them.	Shop
Holy Bracers	3000	1500	212	None	Bracers imbued with the power to heal. Periodically restores small amount of HP.	Shop
Hunter's Beat	—	2000	247	None	Bracers modeled after beasts, for better hunting. Causes additional damage to Egg Bears and Egg Boar Cubs.	Shop
Mythril Bracers	5000	2500	315	None	Bracers made of extremely strong mythril.	Shop
Burning Beats	—	2800	357	None	Bracers that somehow draw fists into the enemy. ACC +15	Chest
Dynamic Arts	1200	6000	507	Sea	Finely detailed bracers made by a master.	Shop
Ice	0	1	212	None	Bracers of cute flowers that bring the wearer luck. LCK +50	Monster
Bimetal	10,000	5000	441	None	Bracers made of two different metals.	Shop
Ghost Shell	1000	1	536	Curse	Bracers imbued with an evil curse.	Custom
Aqua Shell	—	1	536	Sea	Bracers with the power of Nerifes.	Custom
Speed Bracers	—	1	253	None	Bracers that increase agility. EVA +30	Chest
Diamond Shell	—	1	595	None	Bracers embedded with diamonds. Restores 5% Max TP per enemy defeated.	Custom
High Speed Bracers	—	1	638	None	Bracers that draw out the wearer's agility. EVA +50	Custom
Zeonite	—	5000	744	None	Bracers created during ancient times. Restores 10% Max HP per enemy defeated.	Chest
Xiston Gears	—	1	893	None	Bracers made with current and ancient technology. Causes additional damage to Schwartz.	Custom
Heaven's Claw	—	1	673	Sea	Leads opponents to the heavenly gates. Restores 5% Max TP per enemy defeated.	Chest



ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Long Sword	800	400	54	None	A common sword with a straight blade.	Shop
Zanbo	900	450	80	None	A sword with a wide blade.	Shop
Steel Sword	1000	500	99	None	A sword lightened for easier handling.	Shop
Poison Sword	—	800	171	None	A sword that can Poison enemies.	Chest
Templar	2400	1200	208	None	A sword used by veteran knights.	Shop
Silver Sword	—	1500	249	Sea	A sword made of silver.	Chest
Light Sword	4400	2200	326	None	A rare sword with a blade of light.	Shop
Dragon Tooth	—	1800	348	None	A sword made from a dragon's tooth. Causes additional damage to Dragons.	Chest
Excalibur	—	2500	483	None	A legendary sword existing from ancient times.	Chest
Mini Gelures Sword	—	3000	360	None	A small Gelures Sword that humans can use.	Monster
Baseball Bat	—	1	360	None	Crafted to knock the ball out of the park. ACC +50	Monster
Dark Sword	9000	4500	503	None	A sword with a keen edge.	Shop
Angel's Tear	12,000	6000	534	None	The sword's trace looks like an angel's tear.	Shop
Last Fencer	15,000	7500	588	None	A sword designed for piercing. Causes additional damage to humanoids.	Shop
Flamberge	1500	1	558	Fire	A sword that looks like a blazing flame.	Custom
Ice Coffin	—	1	569	Ice	A beautiful sword made from ice crystals.	Custom
Aqua Blade	—	1	586	Sea	A sword of light forged with ancient technology.	Custom
Magnet Killer	—	1	596	None	A sword forged to kill Magnant. Causes additional damage to Magnants.	Custom
Pyon Pon	—	20,000	669	None	Makes your friends laugh and your enemies cry. Restores 5% Max TP per enemy defeated.	Boutique
Destroyer	—	15,000	731	None	A symbol of destruction that chooses its wielder. Causes additional damage to Mini-Automatons.	Chest
Eternal Sword	—	1	879	None	A sword that is said to transcend time.	Custom

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MOSES

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Spear	1200	600	144	None	Created for throwing.	Shop
Ebi Javelin	1900	600	193	None	A spear improved to gouge deep into the enemy.	Shop
Silver Javelin	—	1200	237	Sea	A spear made of silver.	Chest
Holy Javelin	3200	1600	299	None	A spear with sacred powers. Periodically restores small amount of HP.	Shop
Mythril Spear	—	1800	356	None	A spear made of mythril.	Chest
Longinus	—	3000	467	None	A spear with destructive powers. Restores 5% Max HP per enemy defeated.	Chest
Gae Bolg	9000	4500	483	None	A spear that flies true to its mark. ACC +20	Shop
Thunder Javelin	—	1	507	Lightning	A spear modeled after lightning.	Custom
Peepit Spear	—	1	547	None	A spear for hunting Peepits. Causes additional damage to Peepits and Peepit Chicks.	Custom
Earth Javelin	—	1	592	Earth	Drilling is life. Drilling is a dream. Real men drill.	Custom
Dragon	—	1	793	None	A spear with mysterious powers. Restores 10% Max HP per enemy defeated.	Chest

AY

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Knife	3000	1500	246	None	An easily concealed blade used for self-defense.	Shop
Ninja Sword	4000	2000	309	None	A light, easy to use ninja sword.	Shop
Shinobue	—	3000	427	Curse	A ninja sword dyed with cherry blossoms.	Peepit
Kunitsu	—	3000	427	Sea	A ninja sword with the light of dawn.	Chest
Ninja Sword	—	8000	505	None	A knife crafted and polished to its very best. ACC +10	Chest
Tachi	9000	4500	499	Earth	A straight, double-edged ninja sword.	Shop
Shiden	—	1	491	Lightning	A ninja sword that cuts as sharp as lightning.	Custom
Shinsetsu	—	1	566	None	A ninja sword that shines like a mirror. Restores 5% Max TP per enemy defeated.	Custom
Fuguiichi	—	1	602	None	A ninja sword with a curved blade. EVA +50	Custom
Kusanagi Blade	—	6000	652	Sea	A sword imbued with mysterious powers. ACC +20	Monster
[illegible]	—	1	807	None	A knife with a guard in a shape of a scallop. Restores 10% Max TP per enemy defeated.	Custom

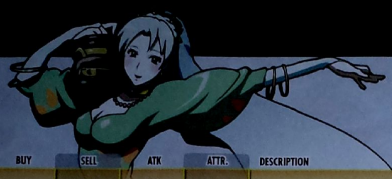
WILL

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Hammer	600	300	37	None	A common hammer.	Shop
Ebi Hammer	1000	500	80	None	A hammer remodeled for combat.	Shop
Unicorn Hammer	1200	600	117	None	A hammer skillfully crafted by the Unicorn.	Shop
Ebi Thor	2000	1000	188	None	A destructive hammer that is easy to wield.	Shop
Mythril Hammer	—	1500	359	None	A hammer made of mythril. Lighter than it looks.	Shop
765kg Hammer	—	765	454	None	A hammer engraved with the number 765.	Chest
Thor	9000	4500	451	None	A hammer that is able to crush anything.	Shop
Kanabo	—	1	180	None	A child's toy that makes a cute sound. ACC +20	Custom
Iron Mace	—	1	524	None	A brush used for cleaning. Actually quite powerful. EVA +50	Custom
Evil Brush	—	1	740	None	An exquisite hammer. Very easy to wield. ACC +50	Chest
Kabuki						

NORMA

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Straw	800	400	50	None	A sturdy straw.	Shop
Heart Straw	1200	600	82	None	A lovely straw adorned with a heart and ribbon.	Shop
Silver Straw	1800	900	172	Sea	A straw made of silver.	Shop
Peepit Straw	3000	1600	254	None	A straw that looks like a Peepit.	Shop
Ebi Straw	6000	3000	363	None	A straw that always hits the target. ACC +10	Shop
Mythril Straw	8000	4000	413	None	An unbreakable straw made of mythril.	Shop
Love Love Straw	—	4000	447	None	A straw with countless hearts, brimming with love. LCK +15	Chest
Striped Straw	—	1	490	None	A straw with very cute stripes. Periodically restores small amount of TP.	Custom
Scope Straw	—	1	515	None	A straw equipped with a scope. ACC +50	Custom
Gold Straw	—	1	673	None	A straw of gold crafted to the highest quality.	Chest

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GRUNE

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Prune	—	2500	289	None	A heavy vase with a certain presence about it.	Chest
Duty	8000	4000	357	None	A vase with strange cloud like designs.	Shop
Bernie	—	1	410	Fire	A vase with a head of a lion.	Chest
Spire	—	1	468	Ice	A well-designed carafe.	Custom
Illicyon	—	1	502	Curse	A grim vase, cold and hard.	Custom
Aerosol	—	1	517	Sea	A rare vase with a very intricate design.	



SHIRLEY

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Quill	7000	3500	410	None	A pen made from a bird's feather.	Shop
Chalk	—	4000	448	None	The perfect instrument for kids' doodles.	Chest
Brush	—	1	483	None	Remember, a bad artist blames the brush.	Custom
High Grade Pen	—	1	541	None	A pen designed for ease of use. ACC +50	Custom
Angelic Quill	—	1	601	Sea	A tenjques design crafted from Grune's feather.	Custom

BODY ARMOR

As armor is fairly specialized for certain types of users, each piece of body armor can be worn only by some characters. Check under a character's name to see if that character can or cannot wear a specific piece of armor.

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Soft Leather	480	240	6	Y	N	Y	N	Y	N	N	N	Light leather armor that is easy to move in.	Shop
Hard Leather	500	250	8	Y	N	Y	N	Y	N	N	N	Armor made with layers of durable leather.	Shop
Chain Mail	600	300	10	Y	N	Y	N	Y	N	N	N	Sturdy armor made by joining metal links.	Shop
Ring Mail	800	400	13	Y	N	Y	N	Y	N	N	N	Armor with metal links woven into leather.	Shop
Scorpion Leather	1200	600	18	Y	N	Y	N	Y	N	N	N	Armor painstakingly crafted by a master.	Shop
Turtle Mail	—	800	20	Y	N	Y	N	Y	N	N	N	Armor made from turtle shells.	Chest
Giant Armor	—	900	22	Y	N	N	N	N	N	N	N	Armor imbued with tremendous power.	Monster
Silver Mail	2000	1000	24	Y	N	N	N	Y	N	N	N	Armor made of silver.	Shop

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Dragon Mail	—	1200	28	Y	N	N	N	Y	N	N	N	Armor made from dragon scales.	Monster
Scale Armor	3000	1500	32	Y	N	Y	N	Y	N	N	N	Armor made from myrtle.	Shop
Full Mail	4400	2200	41	Y	N	Y	N	Y	N	N	N	Armor engraved with ancient words you can read. INT +5	Shop
Plate	5000	2500	50	Y	N	Y	N	Y	N	N	N	Armor protected by mysterious power. Reduces physical damage by 10%.	Shop
Dragon Plate	8000	4000	53	Y	N	Y	N	Y	N	N	N	A monster put his heart and soul into every detail.	Shop
Emperor's Nose Clothes	—	1	0	N	N	N	N	Y	N	N	N	Invisible armor that blows off everything. Absorbs all elemental damage.	Other
Cloak	—	1	58	Y	N	Y	N	Y	N	N	N	Armor protected by mystical power. Reduces physical damage by 30%.	Custom
Iron Mail	—	1	62	Y	N	Y	N	Y	N	N	N	An armor filled with the light of a star. Periodically recovers a small amount of TP.	Custom
Ogre Mail	—	1	84	N	N	N	N	Y	N	N	N	Ink and brush create patterns of protection. Periodically restores a medium amount of HP.	Custom
Glass Armor	—	1	92	N	N	Y	N	N	N	N	N	An armor made of shining gold. INT +20	Chest
Valkyrie	—	1	88	Y	N	N	N	N	N	N	N	An armor with great power, of protection. Provides +30 to all Defensive Attributes.	Other
Cloak	800	400	12	N	N	N	Y	N	N	Y	Y	A cloak made of durable cloth.	Shop
Iron Cloak	1000	500	15	N	N	N	Y	N	N	Y	Y	An ornamented cloak.	Shop
Travel Cloak	1200	600	17	N	N	N	Y	N	N	Y	Y	A cloak made from Pequil feathers.	Shop
Gold Cloak	2000	1000	23	N	N	N	Y	N	N	Y	Y	A cloak made from Gold Fur.	Shop
Silver Dress	3000	1500	30	N	N	N	Y	N	N	Y	Y	A dress with a bunny tail on it.	Shop
Crystal Dress	4000	2000	33	N	N	N	N	N	N	Y	Y	A stunning dress leaving little to the imagination.	Shop
Witch Dress	4000	2000	33	N	N	N	Y	N	N	Y	Y	Clothing used by witches in training.	Shop
Holy Cloak	—	2000	39	N	N	N	Y	N	N	Y	Y	A cloak blessed with sacred power. Periodically restores small amount of HP.	Chest
Holy Blouse	—	1		N	N	N	Y	N	N	N	Y	A uniform for schools on the mainland. STR +15	Monster
Sacred Garb	6000	3000		N	N	N	Y	N	N	Y	Y	Clothing that increases the power of crystal ores. INT +10	Shop
Coat	—	3000		Y	Y	Y	Y	Y	Y	Y	Y	A jacket worn during local celebrations. Increases rate of Critical Hits.	Chest
Star Cloak	—	1		N	N	N	Y	N	N	N	Y	A mysterious cloak filled with the light of a star. Periodically restores a small amount of TP.	Custom
Heavenly Garb	—	1	68	N	N	N	Y	N	N	N	N	Clothes modeled after an angel. INT +20	Custom
Princess Dress	—	1	65	N	N	N	N	N	N	N	Y	Riches only worn by a high-ranking princess. Provides +50 to Sea Defensive Attribute.	Chest
Aurora	—	1	72	N	N	N	N	N	N	Y	N	Brilliant clothes protected by a heavenly power. Provides +40 to all Defensive Attributes.	Custom
Robe	200	100	7	N	N	N	Y	N	N	N	N	A robe made of thick cloth.	Shop
Silky Robe	800	400	10	N	Y	N	N	N	Y	N	N	A soft, light robe made of the finest silk. FAI +20	Shop
Beauty Robe	940	470	12	N	Y	N	N	N	Y	N	N	Thin, yet sturdy outerwear.	Shop
Iron Robe	1100	550	15	N	Y	N	N	N	N	N	N	A robe with thin iron plates sewn in.	Shop

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Body Armor continued

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Scale Robe	1800	900	24	N	Y	N	N	N	Y	N	N	A robe that is very easy to move in.	Shop
Silk Robe	3000	1500	32	N	Y	N	N	N	Y	N	N	A robe that increases the power of crystal ores. INT +5	Shop
Holy Robe	—	2000	39	N	Y	N	N	N	Y	N	N	A robe blessed with sacred powers. Periodically restores a small amount of HP.	Chest
Bone Robe	6000	3000	44	N	Y	N	N	N	Y	N	N	A robe woven with ancient words none can read. INT +10	Shop
Bear Suit	—	1	5	N	Y	N	N	N	Y	N	N	A suit made to look like a Bear. Movement during battle reduced.	Chest
Spirit Robe	—	1	50	N	Y	N	N	N	Y	N	N	A robe protected by mystical powers. INT +20	Custom
Moon Robe	—	1	51	N	Y	N	N	N	Y	N	N	A robe filled with the power of the moon. Periodically restores a small amount of TP.	Custom
Stole	—	1	55	N	Y	N	N	N	Y	N	N	Rectangular cloth worn across the body. Increases Sea Defensive Attribute by 20.	Custom
Amalia's Dress	—	1	69	N	Y	N	N	N	N	N	N	A robe with the power of the Legacy's blossom. LCK +50	Custom
Capoeiraco Robe	—	1	78	N	N	N	N	N	Y	N	N	A robe said to have been worn by Capoeiraco. EVA +50	Chest

HEAD ARMOR

Like the body armor, head armor can be worn only by certain characters. Check under each character name to see if he or she can or cannot wear the specific item.

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Leather Helm	140	70	3	Y	N	Y	N	Y	N	N	N	Helmet made of leather.	Shop
Iron Helm	220	110	5	Y	N	Y	N	Y	N	N	N	Helmet made of iron.	Shop
Armet Helm	300	150	6	Y	N	N	N	Y	N	N	N	An iron helmet that covers the face and head.	Shop
Cross Helm	350	175	7	Y	N	N	N	Y	N	N	N	A refined Armet Helm with improved protection.	Shop
Duel Helm	800	400	11	Y	N	Y	N	Y	N	N	N	A helmet given to legendary fighters.	Shop
Mythril Helm	1600	800	18	Y	N	Y	N	Y	N	N	N	A helmet made of mythril.	Shop
Rune Helm	2000	1000	22	Y	N	Y	N	Y	N	N	N	A masterpiece created with [illegible] Tears.	Shop
Star Helm	4000	2000	26	Y	N	N	N	Y	N	N	N	A light helmet with the power of [illegible] +5	Shop
Golden Helm	—	3000	33	Y	N	Y	N	Y	N	N	N	A gaudy helmet made of gold.	Chest
Skeleton Mask	—	1	37	N	N	Y	N	N	N	N	N	A mask that hides who one truly is. [illegible]	Custom
Beret	150	75	3	N	N	Y	Y	N	N	Y	Y	A fashionable hat.	Shop
Straw Hat	240	120	5	N	Y	Y	N	N	Y	N	N	A hat made of straw. Great for a day at the beach.	Shop
Night Cap	320	160	6	Y	Y	Y	Y	Y	Y	Y	Y	A cap worn when going to sleep. EVA +5	Shop
Bunny Ears	1000	500	13	N	N	N	Y	N	N	Y	Y	They're just so darn cute.	Shop
Witch's Hat	1300	650	15	N	N	Y	Y	N	Y	Y	Y	A hat for witches in training.	Shop
Rune Beret	—	800	15	N	Y	N	N	N	Y	N	N	A mysterious hat that enhances one's crystal ores. INT +5	Chest

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Silk Hat	1300	650	15	N	Y	N	N	N	Y	N	N	A necessity for any gentleman.	Shop
Tiger Hat	1700	850	18	N	N	Y	Y	N	N	Y	Y	Looks like a mushroom. Slightly enhances Guard Defensive Attribute +20.	Shop
Wizard Hat	4000	2000	21	Y	Y	N	N	Y	Y	N	N	Wearing it makes you look ready for battle. ATC +5	Shop
Alfonzo's Hat	—	8000	27	Y	Y	Y	N	Y	Y	N	N	The hat of the legendary pirate, Alfonzo. INT +15, EVA +15	Shop
Kitty Cap	—	765	20	N	Y	N	Y	N	N	Y	Y	The cat ears move to different emotions. All Attributes +20.	Chest
Bear Head	—	1	20	N	Y	N	N	N	Y	N	N	A mask made to look like a Bear. ATC +15	Chest
Wise Mask	—	1	33	N	N	N	N	N	Y	N	N	Used by experienced ninjas. ATC +5	Monster
Graduation Hat	—	1	24	N	Y	N	N	N	N	N	N	The symbol of intelligence. INT +20	Chest
Robert's Hat	—	1	27	N	N	N	N	N	N	N	Y	Beloved hat of Wonder Rabbits. A symbol of quality. Periodically restores a small amount of TP.	Custom
Circlet	240	120	5	N	N	N	Y	N	N	Y	Y	A common accessory. INT +1	Chest
Princess Hair Tie	320	160	6	N	N	N	Y	N	Y	Y	Y	Tie it in your hair to look even more adorable.	Shop
Mythril Circlet	—	200	7	N	N	N	Y	N	N	Y	Y	A circlet made of mythril. INT +5	Shop
Ribbon	400	200	7	N	N	N	Y	N	N	Y	Y	A cute red ribbon.	Chest
Holy Circlet	—	300	9	N	N	N	Y	N	N	Y	Y	Engraved holy words fill it with strange powers. Periodically restores a small amount of HP.	Shop
Blue Ribbon	440	220	8	N	N	N	Y	N	N	Y	Y	A beautiful blue ribbon.	Chest
Striped Ribbon	700	350	11	N	N	N	Y	N	N	Y	Y	A ribbon with stripes.	Shop
Pretty Ribbon	1200	600	15	N	N	N	Y	N	N	Y	Y	A ribbon crafted for utter cuteness.	Shop
Star Circlet	1600	800	18	N	N	N	Y	N	N	Y	Y	A circlet imbued with the light of a star. INT +15	Shop
Magical Ribbon	3500	1750	21	N	N	N	Y	N	N	Y	Y	A ribbon imbued with a strong magical power. Sea Defensive Attribute +10.	Shop
Angel Halo	—	1	24	N	N	N	Y	N	N	Y	Y	The divinely cute halo of an angel. INT +30.	Custom
Purple Hood	—	1	31	N	N	N	N	N	N	Y	N	A purple hood filled with mystical powers. ATC +20	Chest

FOOD

[illegible]rizing as some of it may sou[illegible] food listed here cannot be simply used [illegible] the field. You must find an ov[illegible]nd use a recipe to turn one or more food [illegible]into "bread," which can then b[illegible]ed in the field for various effects.

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND
Bread	70	35	Bread baked to a perfect, golden-brown crust. There's nothing like the smell of fresh-baked bread.	Shop
Butter	30	15	Made by separating fat from milk. A spread. An ingredient. Endless possibilities.	Shop
Jam	20	10	Preserved by mixing sugar with fruit. Comes in a variety of flavors.	Shop
Baguette	50	25	Long thin bread with a hard crust.	Shop
Roll	60	30	It has a peculiar smell. Eat sparingly before a big date.	Shop
Honey	40	20	It has a distinct smell and flavor. Use it to give dishes a little extra something.	Shop

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Food continued

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND
Egg	50	25	An egg from a healthy chicken. A must-have when making sweets.	Shop
Milk	50	25	Nutritious and delicious milk from a healthy cow. Start your day right with a glass in the morning.	Shop
Ham	60	30	Preserved meat. Great for little kids.	Shop
Tuna	80	40	Great in a salad.	Shop
Strawberry	100	50	Delectable whether eaten raw or made into a jam. Comes in handy when decorating cakes, too.	Shop
Fresh Cream	80	40	Cream separated from milk.	Shop
Lettuce	60	30	A must-have for any salad. Best while still crisp and fresh.	Shop
Tomato	70	35	A red tomato fresh from the farm. Mm-mmm. Chow down on a chilled one under a clear blue sky.	Shop
Bun	60	30	A round bread perfectly suited for hamburgers.	Shop
Hamburger Patty	120	60	A kids' favorite made by mixing flour, eggs and ground meat, then grilling over an open flame.	Shop
Pickles	40	20	Cucumbers pickled in brine with various spices. They always manage to get into hamburgers.	Shop
Cheese	50	25	Made by curdling milk and leaving it to mature. It has a high nutritional value.	Shop
Scallop	120	60	A bivalve about the size of your palm. The perennial favorite main dish of otters.	Shop
Pineapple	180	90	The fruit of a tropical evergreen. Whoever ate the first one deserves much respect.	Shop
Melon	200	100	A delicious fruit with many varieties.	Shop
Cod	100	50	White fish with a mild flavor. Perfect in stews for those cold winter nights.	Shop
Bagel	60	30	The dough is boiled before baking. Low in calories, for those watching their weight.	Shop
Cream Cheese	50	25	A soft, rich cheese made from cream that has not been fermented.	Shop
Salmon	120	60	Fish that swims upstream to spawn. It never forgets the river it came from.	Shop
Beef	180	90	Meat from a healthy cow. Slap it on the grill for an easy meal.	Shop
Chicken	160	80	Meat from a chicken raised outdoors. Grill it. Simmer it. Eat it.	Shop
Hot Dog Bun	80	40	A bread simple in both taste and appearance. The perfect fit for a hot sausage.	Shop
Sausage	60	30	Chopped meat and spices in a casing, dried to last. The crisp casing is exquisite.	Shop
Cabbage	60	30	You can eat it raw, boil it, or even wrap stuff in it. Salad? Garnish? Cole slaw? That's right — cabbage.	Shop
Noodles	120	60	Good when stir-fried. Believe it or not, they're also good in sandwiches.	Shop
Onion	80	40	Has a very pungent odor. Plug your nose when you cut them so you don't cry.	Shop
Pork	170	85	Perfectly marbled piece of meat from a pig. An everyday food for everyday people.	Shop
Sauce	40	20	Great when poured over noodles. Some people even pour it on rice.	Shop
Mustard	50	25	A spice used in cooking. Only use sparingly.	Shop
Raising Set	200	100	Has everything you need to bake bread. Great for beginners as well as veteran bakers.	Shop
Silver Milk	60	30	Milk with some fat taken out. Good for people who are watching their weight.	Shop

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND
Red Bean Paste	70	35	A sweet paste made from adzuki beans. Some like it lumpy. Some like it smooth.	Shop
Custard Cream	100	50	Not too sweet, and goes down easy. Great when baked into a bread.	Shop
Chocolate	150	75	Made from roasted cacao beans. Perfect companion when you're out on a long hike.	Shop
Apple	80	40	A sweet and delicious fruit. Ahh, there's nothing like that fast crunchy bite.	Shop
Banana	160	80	A fruit grown in the tropics. Can a banana be considered a snack, too?	Shop
Oil	100	50	High-quality oil from vegetables and animals. A variety of uses in cooking.	Shop
Baking Powder	80	40	Helps give breads their light-and-fluffy-ness. Absolutely essential for baking.	Shop
Mushroom	120	60	A variety of edible fungi grows in the mountains. Best when the weather just starts to turn cold.	Shop
Curry Powder	60	30	A stimulating spice. You can never go wrong with curry.	Shop
Carrot	80	40	A vegetable with a cute shape and color. Often paired with steak.	Shop
Pepperoni	50	25	Some people call it salami. Often found on top of pizzas.	Shop
Shrimp	140	70	An underwater creature that apparently has claws. Its meat is firm but not tough.	Shop
Squid	100	50	An underwater creature with ten tentacles. Mind the ink when preparing it for cooking.	Shop
Tofu	60	30	A protein-rich food made from congealed soymilk.	Shop
Bean Sprout	100	50	Bean paste mixed with chili. Use sparingly if you can't take spicy foods.	Shop
Fish	—	250	A jiggling confection. A favorite dessert for many.	Monster
Kelp	—	100	One of many ingredients used in stews. Also great to give salads a little extra kick.	Chest

VALUABLES

Valuables, or key items, are obtained at certain specific points in the story. You cannot actually use these items, nor do you lose them except in a few event-related

ITEM NAME	DESCRIPTION
Hunter's Book	Catalogue for collecting [illegible] BOOKS from the Main Menu to read it.
Bread	Carry up to ten bread[illegible] with the Square button.
Large Basket	Carry up to thirty h[illegible] with the Square button.
Gold Ring	Map of the Legacy. Open[illegible] the R3 button while in the Field Map.
Treasure Scanner	Scans the area for hidden treasure. You never know what you might find.
Shrimp's Ring	Shoots a bullet of light to help solve puzzles. The bullet of light can also be reflected.
Bandit Key	A key for the bandits' lair.
Mayor's Brooch	A brooch made from a special stone.
Ocean Shells	A pair of beautiful shells. A symbol of engagement among the Oreseren.
Mirror Crystal	The crystal found in the Man-Eating Ruins. It has strange powers.

ITEM NAME	DESCRIPTION
Card Key	A key to the upper deck of the bridge.
Operations Report	A detailed description of the first operations to capture the Marines.
Tablet 1	Found in the Fire Monument. Depicts land forming on a white ship.
Tablet 2	Found in the Ice Monument. Depicts people watching the white ship leave.
Tablet 3	Found in the Thunder Monument. Depicts the white ship flying down.
Tablet 4	Found in the Earth Monument. Depicts the moment of the Cataclysm.
Harriet's Flower	The Raynards named this rare flower that blooms only on the night of a lunar eclipse.
Spider's Cocoon	A cocoon made from a monster in the Earth Monument. Used to make medicines.
Valens' Sword	A sword engraved with the Valens' family crest. Wielded for generations by the head of the House.
Giel's Charm	A charm made from Giel's mane. Moses' treasure.

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Valuables continued

ITEM NAME	DESCRIPTION
Jay's Doll	A doll that Jay has had since he was a baby.
Nanna's Notebook	Filled with Nanna's research on Rokures. The fruit of all her efforts.
Everlight Fragment	A fragment of the Everlight that has lost its power.
Grune's Feather	A feather that descended upon Grune with her awakening. It casts a mysterious glow.
Broken Hairpin	Harriet's flower accessory that is now broken.

ITEM NAME	DESCRIPTION
Bow Key	A mysterious key found on the Legacy.
Starboard Key	The key found in the Port Cottage.
Stern Key	The key found in the Starboard Cottage.
Port Key	The key found in the Bow Cottage.

ERES STONES

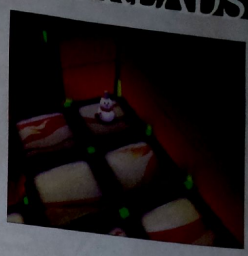
Eres Stones or "Sculptures" are obtained sometimes after battle. A monster drops the type of Eres Stone that corresponds with its family. You do not actively use these items in the field or in battle—instead, you must collect certain numbers of different types of Eres Stones to master various Crystal Eres, and thus allow their use in battle.

ITEM NAME	DESCRIPTION
Megaera	The source of eres for Megaera. Holding them, you feel great power.
Eve	The source of eres for Eve. Holding them, you feel immense hatred.
Fiend	The source of eres for Fiends. Holding them, you feel evil welling up inside.
Egg Bear	The source of eres for Egg Bears. Holding them, you feel stronger.
Egg Bear Cub	The source of eres for Egg Bear Cubs. Holding them, you feel protected by someone.
Phynx	The source of eres for Phynxs. Holding them, you feel more limber.
Golf	The source of eres for Golves. Holding them, you feel the urge to howl.
Base Turtle	The source of eres for Base Turtles. Holding them, you feel protected by something.
Lizardman	The source of eres for Lizardmen. Holding them, you feel like your body is lighter.
Diver	The source of eres for Divers. Holding them, you feel like you have more insight.
Peepit	The source of eres for Peepits. Holding them, you feel like you could jump better.
Peepit Chick	The source of eres for Peepit Chicks. Holding them, you feel like you'll wake up earlier.
Erynji	The source of eres for Erynji. Holding them, you feel well-versed in powders.
Mandrake	The source of eres for Mandrakes. Holding them, you feel somewhat nihilistic.
Hopper	The source of eres for Hoppers. Holding them, you feel the urge to hop around.
Dinowyrm	The source of eres for Dinowyrms. Holding them, you feel more flexible.

ITEM NAME	DESCRIPTION
Dandarantula	The source of eres for Dandarantulas. Holding them, you feel you can endure more.
Gelures Sword	The source of eres for Gelures Swords. Holding them, you feel like keeping others away.
Gelures Shield	The source of eres for Gelures Shield. Holding them, you feel the need to protect others.
Mimic Bed	The source of eres for Mimic Beds. Holding them, you feel the need to sunbathe.
Zephyr	The source of eres for Zephyrs. Holding them, you feel as though you can fly.
Eggtopus	The source of eres for Eggtopus. Holding them, you feel the urge to eat others.
Element	The source of eres for Element. Holding them, you feel well-versed in elements.
Grand Goat	The source of eres for Grand Goats. Holding them, you feel like the king of the land.
Sea Goat	The source of eres for Sea Goats. Holding them, you feel like the king of the sea.
Hill Angler	The source of eres for Hill Anglers. Holding them, you feel hungry.
Dragon	The source of eres for Dragon. Holding them, you feel like the mightiest creature.
Gold Shark	The source of eres for Gold Sharks. Holding them, you feel slightly richer.
Automaton	The source of eres for Automata. Holding them, you feel more calculating.
Mini-Automaton	The source of eres for Mini-Automata. Holding them, you feel manipulated by others.
Gentleman	The source of eres for Gentlemen. Holding them, you feel more proper.
Hopperfly	The source of eres for Hopperflies. Holding them, you feel like you shed your skin.

BREADS

At the beginning of Tales of Legendia you receive a Bread Basket and your first recipe for Toast from the Under Baker Mimi. After this point you can purchase or find different ingredients and use them to bake breads you already know, learning new recipes either by finding Mimi again in different locations, or by baking a recipe a certain number of times to unlock a more complex version.

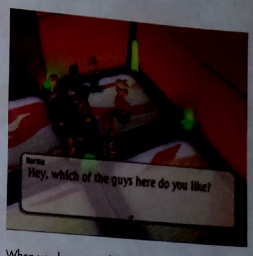


To bake bread you need a recipe, the correct ingredients, and an oven. There are ovens in the Bakery in Seacoast and in Will's house as well, plus more hidden in more far reaches of the Legacy for when you're away from home. You can only carry ten pieces of bread in your basket at a time, so don't be shy about using them up in order to bake more.

Recipes that you pick up from Mimi directly are found in the following locations throughout the game, so keep your eyes open for the strange objects that mark her hiding spot. For a pinpointed location, look for the Under Baker callout in the walkthrough section of this guide:

UNDER BAKER LOCATIONS

FORM	RECIPE
Cute Piggy	Toast
Origami swan	Ham Sandwich
Onesaren Statue	Hamburger
Platter	Hot Dog
Pac-Man	Bagel with Lox
Name (Chest)	Buttered Roll
Orange Cone	Red Bean Bun
Christmas Tree	Cream Doughnut
Large Cake	Pizza
Round Table	Chocolate Comet
Drum	Melon Bread
Milk Carton	Crepe
Chess Piece	Muffin
Tea Kettle	Apple Pastry
Bonsai Tree	Croissant
[illegible]	Curry Pie
[illegible]	Churros
[illegible]	Maba Pie
[illegible]	Baumkuchen
[illegible] (ask the diam)	Flan Cake
[illegible]	Fish Stew Bread Bowl
[illegible] reward)	Meat Stew Bread Bowl



When you have one of the main recipes listed above, you can start to not only cook that Bread, but also unlock more complex recipes by baking it repeatedly. Keep in mind that baking the easier recipes in the chain also counts toward this total. (For example: it lists that you need 20 more Toast with Jam to unlock Garlic Toast.)

...TS

HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
15%	—	—	Toast with butter on homemade bread.	Bread, Butter	x5 to Toast w/ Jam
20%	—	—	A generous dollop of jam transforms ordinary toast.	Bread, Butter, Jam	x20 to Garlic Toast
25%	—	—	Ahh, the hard crust and scent of garlic. Irresistible.	Baguette, Butter, Garlic, Parsley	x25 to French Toast
25%	—	Cures Poison	Delicious bread battered and toasted to perfection.	Baguette, Butter, Egg, Milk	—

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SANDWICHES

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Plain Sandwich	—	15%	—	A standard, everyday, run-of-the-mill sandwich.	Bread, Butter, Ham	x10 to Tuna Sandwich
Tuna Sandwich	—	20%	—	A mountain of tuna between slices of toast.	Bread, Butter, Tuna	x15 to Strawberry Sandwich
Strawberry Sandwich	—	25%	Cures Poison	It's a sandwich. It's shortcake. It's to die for.	Bread, Strawberry, Fresh Cream	x15 to Curtet Sandwich
Curtet Sandwich	—	25%	Cures Petrification	Thick slices of bread and deep fried beef. Oh yeah.	Bread, Butter, Lettuce, Beef	X20 to The Works
The Works	—	35%	—	Anything and everything goes into this sandwich!	Bread, Butter, Ham, Tuna, Lettuce, Beef	—

BURGERS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Hamburger	20%	—	—	A bun embraces a hot, juicy beef patty.	Bun, Hamburger Patty, Lettuce, Pickles	x10 to Cheeseburger
Cheese Burger	25%	—	—	Ahh, the sublime presence of cheese. Take a bite.	Bun, Hamburger Patty, Lettuce, Cheese	x15 to Fish Burger
Fish Burger	30%	—	—	A rendezvous of fried fish and rich cheese.	Bun, Cod, Cheese	x15 to Scallop Burger
Scallop Burger	40%	—	—	You just might wind up squeaking in joy.	Bun, Scallop, Lettuce	x20 to Healthy Burger
Healthy Burger	50%	—	KO Recovery (50% HP)	Keep the calories low and the energy high.	Bun, Hamburger Patty, Lettuce, Fish, Prawn, Tomato, Onion, Carrot, Radish	—

HOT DOGS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Hot Dog	15%	15%	—	The classic dog — fresh sausage in a soft bun.	Hot Dog Bun, Sausage, Cabbage	x10 to Spicy Dog
Spicy Dog	20%	20%	—	A dab of mustard adds spice to the classic dog.	Hot Dog Bun, Sausage, Cabbage, Mustard	x15 to Cheese Dog
Cheese Dog	30%	25%	—	A mild dog topped with a mountain of cheese.	Hot Dog Bun, Sausage, Cabbage, Cheese	x15 to Lemon Dog
Lemon Dog	40%	40%	—	A new favorite! Always filling. Never disappointing.	Hot Dog Bun, Cabbage, Noodles, Onion, Pork, Sauce	—

BAGELS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Bagel with Lox	15%	15%	—	Smoked salmon between two halves of a bagel.	Bagel, Cream Cheese, Salmon	x10 to Bagel w/ Beef
Bagel with Beef	20%	20%	—	A big bagel and even bigger patty. Open up wide!	Bagel, Cream Cheese, Beef	x15 to Bagel w/ Chicken
Bagel with Chicken	20%	20%	Cures Petrification	A healthy sandwich made from healthy foods.	Bagel, Cream Cheese, Chicken	—

PIZZA

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Pizza	60%	—	—	A standard pizza with fresh tomatoes and cheese.	Baking Set, Tomato, Cheese, Mushroom, Pepperoni	x10 to Seafood Pizza
Seafood Pizza	70%	—	Cures Poison	The seafood is piled high on this Legacy specialty!	Baking Set, Cheese, Scallop, Cod, Shrimp, Squid	x15 to Tropical Pizza
Tropical Pizza	80%	—	Cures Petrification	Cheese. Tropical fruit. Bliss on the beach.	Baking Set, Cheese, Ham, Pineapple, Banana	x15 to Spicy Pizza
Spicy Pizza	80%	—	Cures all Status Effects	A spicy pizza for those in need of stimulation.	Baking Set, Cheese, Tomato, Mustard, Mushroom, Pepperoni, Tobon Jiang	—

FLAVORED BREADS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Melon Bread	60%	25%	—	Looks like a melon. Made with real fruit juice!	Baking Set, Egg, Melon, Oil, Baking Powder	x10 to Chocolate Chip Bread
Chocolate Chip Bread	60%	50%	—	A heap of chocolate chips make this a real treat.	Baking Set, Egg, Melon, Oil, Baking Powder, Chocolate	—

[illegible]

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
[illegible]	—	—	KO Recovery (60% HP)	Warm and fluffy. Simple yet sophisticated.	Baking Set, Egg, Oil	x10 to Choc. Chip Muffin
[illegible]	—	—	KO Recovery (65% HP & 25% TP)	The chocolate morsels bring a smile to your face.	Baking Set, Egg, Oil, Chocolate	—

[illegible]IES

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
[illegible]	60%	50%	—	A petite princess is the queen of all pies — the apple pie.	Baking Set, Butter, Egg, Apple	x10 to Banana Pastry
[illegible]	65%	55%	—	The sweet aroma of bananas wafts from within.	Baking Set, Butter, Egg, Banana	x15 to Mabo Pastry
[illegible]	75%	65%	—	A pastry bursting with spicy mabo tofu.	Baking Set, Butter, Egg, Garlic, Pork, Tofu, Tobon Jiang	—

[illegible]ES

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
[illegible]	60%	50%	—	A basic crepe. A pure flavor. Just add whipped cream.	Baking Set, Butter, Egg, Milk, Fresh Cream	x10 to Strawberry Crepe
[illegible]	65%	50%	Cures Poison	Cute strawberries make this crepe a true joy.	Baking Set, Butter, Egg, Milk, Fresh Cream, Strawberry	15x to Melon Crepe
[illegible]	65%	60%	—	Find out why the melon is the jewel of fruits!	Baking Set, Butter, Egg, Milk, Fresh Cream, Melon	x15 to Pineapple Crepe
[illegible]	65%	60%	Cures Petrification	Whipped cream and tart pineapples! What a pair!	Baking Set, Butter, Egg, Milk, Fresh Cream, Pineapple	x20 to Scallop Crepe
[illegible]	70%	65%	—	Try one. You might just turn a bit fuzzy. *Ors*	Baking Set, Butter, Egg, Milk, Fresh Cream, Scallop	—

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
[illegible]	80%	65%	—	Lots of spicy mabo tofu make this a meal in itself.	Baking Set, Garlic, Pork, Tofu, Tobon Jiang	x10 to Mabo Curry Pie
[illegible]	80%	80%	—	Mm, the aroma. Oh, the hot spices. Ahh, such harmony!	Baking Set, Garlic, Pork, Tofu, Tobon Jiang, Curry Powder, Onion	—

[illegible] (Not in a "chain" with other recipes)

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
[illegible]	40%	—	—	[illegible] butter into fresh dough and voila!	Baking Set, Butter, Skim Milk	—
[illegible]	—	50%	—	[illegible] red beans in a fluffy bun.	Baking Set, Egg, Skim Milk, Red Bean Paste	—
[illegible]	—	60%	—	[illegible] custard delight!	Baking Set, Egg, Skim Milk, Custard Cream	—
[illegible]	—	70%	—	[illegible] shaped like a cute hermit crab.	Baking Set, Egg, Skim Milk, Chocolate	—
[illegible]	70%	70%	—	[illegible] as a cloud. It melts in your mouth.	Baking Set, Butter, Egg, Milk	—
[illegible]	—	—	Cures all Status Effects	[illegible] fresh on the spot!	Baking Set, Butter, Egg	—
[illegible]	85%	50%	—	[illegible] unleashes a symphony of spices.	Baking Set, Milk, Egg, Beef, Onion, Curry Powder, Carrot	—
[illegible]	—	—	KO Recovery (1 HP)	Layers of thin cake, like the rings of a sweet tree.	Baking Set, Butter, Egg, Milk, Baking Powder	—
[illegible]	100%	100%	—	It looks like flan and smells like flan.... inside, it is flan!	Baking Set, Butter, Egg, Flan	—
[illegible]	90%	90%	Cures all Status Effects	A pot of bread that holds a bountiful ocean.	Baking Set, Scallop, Cod, Salmon, Shrimp, Squid, Mushroom	—
[illegible]	100%	100%	Cures all Status Effects & KO	Big chunks of meat and veggies simmer in bread.	Baking Set, Beef, Pork, Chicken, Tofu, Cabbage, Mushroom, Carrot, Radish	—

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ITEM CUSTOMIZATION

The entire normal game, the item customization shop "Craft Stop" opens once you begin the Character Quests. Found within the same building in Werites Beacon as the item shop "Get Ready," this shop allows you to take various items you find during your travels and turn them into better equipment and items.

To get started, talk to the woman behind the counter and select "Customize" from the options. A long list of customizable items is found to the left, those that you can construct are listed in dark text while those you don't have the ingredients for are greyed out. The number of each item you already have is shown displayed to the right of its name. Highlight an item with the cursor to see the ingredients needed displayed in the box to the right, and press ● to see more detailed information about the item.

Once an item is highlighted press ✕ to craft it, using up one of each ingredient in the process. Just remember that some of the more specialized ingredients such as the ores or herbs are limited in number, so don't waste them crafting extras you don't need or won't use. Some of the items even use up Valuables, which means you can only craft one of these. Check the "Items" section of the walkthrough for more detailed information about each item.

GHOST SHELL
WEAPON (SENEL)
Bone Shield, Fat Chance, Syrup Bottle, Dark Bottle, Black Ores

AQUA SHELL
WEAPON (SENEL)
Monster Arm, Aquile Plume, Holy Bottle, Magic Lens, Lure

DIAMOND SHELL
WEAPON (SENEL)
Bone Shield, Pineapple Gel, Life Bottle, Holy Bottle, Red Savory, Cockatrice

HIGH SPEED BRACERS
WEAPON (SENEL)
Beef Tongue, Silver Hoof, Clarion Bottle, Red Saffron, Admiral's Flag, Lure, Baumkuchen

KAISER GEARS
WEAPON (SENEL)
Monster Claw, Clarion Bottle, Holy Bottle, Water Ores

FLAMBERGE
WEAPON (CHLOE)
Silver Sword, Life Bottle, Flare Bottle, Ox'd, Red Ores

ICE COFFIN
WEAPON (CHLOE)
Silver Sword, Flamerian Bottle, Flare Bottle, Wave Ores

LASER BLADE
WEAPON (CHLOE)
Silver Sword, Phoenician Bottle, Holy Bottle, Red Sage, Water Ores

MEGANT KILLER
WEAPON (CHLOE)
Silver Sword, Power Bottle, Clarion Bottle, Magic Lens, Admiral's Flag, Red Ores, Water Ores

ETERNAL SWORD
WEAPON (CHLOE)
Silver Sword, Clarion Bottle, Holy Bottle, Water Ores

THUNDER JAVELIN
WEAPON (MOSES)
Life Bottle, Monster Gel, Flare Bottle, Purple Ores, Horn Smithwork

PEEPIT SPEAR
WEAPON (MOSES)
Lizard, Aquile Bottle, Rune Bottle, Lure, Blue Ores, Egg

EARTH JAVELIN
WEAPON (MOSES)
Life Bottle, Scallop Gel, Flare Bottle, Yellow Ores, Chrome

SHIDEN
WEAPON (JAY)
Bone, Scallop Gel, Flare Bottle, Purple Ores, Pineapple

SHINONOME
WEAPON (JAY)
Rocks, Scallop Gel, Flare Bottle, Unicorn's Horn, Curry Pie

KAGEBOSHI
WEAPON (JAY)
Bone, Scallop Gel, Clarion Bottle, Lure, Charms

HOTATE
WEAPON (JAY)
Bird's Beak, Scallop Gel, Beacon's Horn, Scallop, Cod, Salmon, Shrimp, Squid

POW HAMMER
WEAPON (WILL)
Hammer, Cape, Acuity Bottle, Magic Lens

DECK BRUSH
WEAPON (WILL)
Unicorn Hammer, Leather Boots, Mokongo Gel, Saffron, Red Saffron

MARBLED STRAW
WEAPON (NORMA)
Purple Straw, Holy Bottle, Red Savory, Unicorn's Horn, Strawberry, Custard Chocolate

SCOPE STRAW
WEAPON (NORMA)
Snake Straw, Acuity Bottle, Magic Lens, Red Rosemary, Lure, Baumkuchen

SPYRA
WEAPON (GRUNE)
Ruby, Freeze Charm, Flare Bottle, Blue Ores, Tomato

DIKTYON
WEAPON (GRUNE)
Ruby, Power Charm, Pineapple Gel, Princess Bottle, Black Ores, Aloes Wood, Charm

TEMNEIN
WEAPON (GRUNE)
Ruby, Paralysis Charm, Miracle Gel, Elixir, Syrup Bottle, Water Ores, Admiral's Log, Baumkuchen

BRUSH
WEAPON (SHIRLEY)
Quill, Bottle, Rabbit

HIGH GRADE PEN
WEAPON (SHIRLEY)
Quill, Acuity Bottle, Aloes Wood, Lure, Baumkuchen

ANGELIC QUILL
WEAPON (SHIRLEY)
Lizard, Feather, Quill, Flare Bottle, Holy Bottle, Water Ores

REFLEX
BODY ARMOR (SENEL, CHLOE, MOSES)
Reflect, Guard Bottle, Purple Ores, Yellow Ores, Admiral's Flag

STAR MAIL
BODY ARMOR (SENEL, CHLOE, MOSES)
Silver Hoof, Rabbit's Foot, Pineapple Gel, Holy Bottle, Unicorn's Horn, Baumkuchen

BODY PAINT
BODY ARMOR (MOSES)
Bird's Claws, Unicorn's Horn, Holy Bottle, Squid

STAR CLOAK
BODY ARMOR (GRUNE, NORMA, SHIRLEY)
Witch's Dress, Cape, Pineapple Gel, Holy Bottle, Serpent's Horn

HEAVENLY GARB
BODY ARMOR (NORMA)
Starlight Fragment, Circlet, Angel Robe, Holy Bottle

AURORA
BODY ARMOR (GRUNE)
Warlock Garb, Red Ores, Wild Ores, Yellow Ores, Water Ores, Wild Ore, Bottle

SPIRIT ROBE
BODY ARMOR (JAY, WILL)
Bloody Robe, Technical Ring, Phoenician Bottle, Holy Bottle

MOON ROBE
BODY ARMOR (JAY, WILL)
Bloody Robe, Pineapple Gel, Holy Bottle, Aloes Wood, Unicorn Horn

STOLE
BODY ARMOR (JAY, WILL)
Sacred Bottle, Holy Bottle, Water Ores, Aloes Wood, Charm

AMELIA'S LOVE
BODY ARMOR (WILL)
Flower's Flower, Bloody Robe, Robert's Tail, Holy Bottle

SKELETON MASK
HEAD ARMOR (CHLOE)
Bird, Bottle, Black Ores, Aloes Wood, Egg

GRADUATION HAT
HEAD ARMOR (WILL)
Silk Hat, Diner Bottle, Magic Lens, Aloes Wood

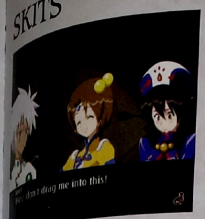
ANGEL HALO
HEAD ARMOR (GRUNE, NORMA)
Circlet, Diner Bottle, Rune Bottle, Aloes Wood

DEMON'S SEAL
ACCESSORY (ALL)
Oil, Baseball Bat, Bass Suit, Boss Head, Turquoise, All Drink, Rune Bottle

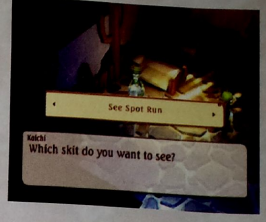
FLAN CAKE
RECIPE
Sardines, Black Ores, Moon Crystal, Elixir, Bottle, Unicorn's Horn, Flan

THINK BEFORE YOU CRAFT
Stop to think before you craft an item and use up precious ingredients. Although an item says "0" beside it, you may actually have such an item equipped on someone already, since the number only reflects that you have in inventory.

SKITS







Throughout the course of the game there are many occasions when you trigger a Skit which is simply a bit of dialogue between characters, to further Skit character development and perhaps a bit more info about the world as events. These Skits are for entertainment, and not essential to the game in terms of stats or items, but they can add quite a bit more to your game experience.

When you trigger a Skit, a notification is displayed in the top right of the screen. At this point press the SELECT button on your controller to trigger the Skit. Make sure you do this right away, because after certain conditions the Skit prompt vanishes again and you can no longer view the Skit, and not all of them can be triggered a second time.

After you complete the main seven chapters of the game and start the Character Quests the man inside the Country Cottage (just northeast of Werites Beacon) wakes up. Speak to him at any time while he's awake, and he allows you to re-view Skits you've viewed before.

The following table lists the Skits you may find over the course of the game, followed by the way to trigger them. Next you find the condition that causes the Skit to trigger again if you haven't yet watched it. The last table entry is unlike the rest in that you can then trigger the Skit to view again by meeting the same conditions, if you didn't watch it the first time.

	TRIGGER ON	TRIGGER OFF	REPEAT?
[illegible] Sword	Acquire Kaiser Gears.	Until next battle	No
[illegible] Claw	Will equips the 765kg hammer.	After unequipping the 765kg hammer	Yes
[illegible] Rock	Acquire Mjolnir.	Until next battle	No
[illegible] Bone	Chloe equips the Skeleton Mask.	After unequipping the Skeleton Mask	Yes
[illegible] Sword	Chloe equips Mini-Gelunes Sword.	After unequipping the Mini-Gelunes Sword	Yes
[illegible] Other	Chloe only has weapon (and title) equipped.	When equipping non-weapon items	Yes
[illegible] Sword	Acquire Eternal Sword.	Until next battle	Yes
[illegible] Cape	Norma equips Golf Cloak.	After unequipping the Golf Cloak	No
[illegible] Sword for Sword	Norma equips Saphie and the Blue Saphire at the same time.	After unequipping either Saphire or Blue Saphire	Yes
[illegible] Other	Norma only has weapon (and title) equipped.	When equipping non-weapon items	Yes
[illegible] Book	Acquire Gold Straw.	Until next battle	Yes
[illegible] New Clothes	Moses equips Emperor's New Clothes.	After unequipping the Emperor's New Clothes	No
[illegible] Apple	Acquire Exquisite.	Until next battle	Yes
[illegible] Harp	Acquire Hatate.	Until next battle	No
[illegible] Set	Grune only has weapon and title equipped.	When equipping non-weapon items	No
[illegible] Weapon	Acquire Temnein.	Until next battle	Yes
[illegible] Set	Shirley only has weapon (and title) equipped.	When equipping non-weapon items	No
[illegible] Cake	Cooking for the first time.	[illegible]	Yes
[illegible] Other	Get recipe for Meat Stew Bread Bowl in House 1.	[illegible] Stew	No
[illegible] Cake	Eat Flan Cake.	[illegible] Flan cake	NA
[illegible] Collector	Eat Healthy Burger.	Eat healthy burger	Yes
[illegible] Are Alive	Broke all breads more than 10 times.	[illegible]	Yes
[illegible] Room	Complete all area stones.	[illegible]	NA
[illegible]	Open all treasure boxes.	[illegible]	NA
[illegible]	Complete the Collector's Book	[illegible]	NA
[illegible]	Total play time is over 60 hours.	[illegible]	NA
[illegible] Bag	Money is at zero.	[illegible]	NA
	Money is over 1,000,000.	Money is no longer at zero.	Yes
		Money is under 1,000,000.	Yes

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SKITS

SKIT TITLE	TRIGGER ON	TRIGGER OFF	REPEAT?
Money Rules!	Money is at 9,999,999.	Money becomes less than 9,999,999.	Yes
Not Feeling so Hot	Everyone is poisoned.	Any one person recovers from poison	Yes
Girl Talk	Battle members are 4 girls.	Battle members are no longer all male	Yes
Trouble Sleeping	Battle members are 4 girls.	Battle members are no longer all female	Yes
Act Your Age	After the battle with Yurte in water ways.	Touch a landmark.	No
Miss We Meet Again	After the battle with the dragon on the plains.	Touch a landmark	No
Monster Food	After the battle with Volcano Goat in the Fire Monument.	Touch a landmark	No
Monster Movie	After the battle with Crystaranula in the Crystal Forest.	Touch a landmark	No
It's so Fluffy	After the battle with Rare Lizardman at the Fallingwater.	Until next battle	No
Sightseeing	After the battle with Diva at the Man-Eating Ruins.	Touch a landmark	No
Finished With the Hunt!	Visit all the areas in Weirdes Bazaar.	None	NA
Climax Mode	Finish the quiz event at the stern cabin.	None	NA
Climax Combo	Senel launches climax mode and the battle members are those in the skit.	Until next battle	Yes
Eres Stones	Senel launches climax combo and the battle members are those in the skit.	Until next battle	Yes
Don't Be Mischief	Senel gets an Eres Stone and the battle members are those in the skit.	Until touching a landmark	Yes
Monopolizing Monster	Senel is the controlled character and uses more than 10 items. Battle members are those in the skit.	Until next battle	Yes
Still Much to Learn	After the first battle with a monster in the chaotic zone.	Until next battle	No
Compound Eres	Senel is the controlled character and uses on arcane eres.	Until touching a landmark.	Yes
It Feels Good	Senel uses a compound eres and the battle members are those in the skit.	Until next battle	Yes
Going in Circles	Win a battle with over 30 combos and battle members are those in the skit except when defeating an enemy while continuing a combo.	Until touching a landmark.	Yes
He Who Fights And Runs Away...	Senel is the controlled character and gives 4+ orders and Moses is a battle member.	Until next battle	Yes
Runnin' Man	Senel is the leader and successfully runs away from battle. Battle members are those in the skit.	Until next battle	Yes
Friendly Fire?	Moses is the leader and successfully runs away from battle. Battle members are those in the skit.	Until next battle	Yes
Who's the Weakest Link?	Norma defeats the last enemy and battle members are those in the skit.	Until next battle	Yes
A Simple Question	Jay defeats the last enemy and battle members are those in the skit.	Until next battle	Yes
Senel's Learning Issues	Norma gets an eres stone when it is possible to use another element.	Until touching a landmark	Yes
Chloe's Body Issues	Senel reaches level 60.	None	NA
Will's Muscle Issues	Chloe reaches level 62.	None	NA
Norma's Personal Issues	Will reaches level 61.	None	NA
Moses' Brain Issues	Norma reaches level 63.	None	NA
Jay's Growth Issues	Moses reaches level 64.	None	NA
Grune's Progress?	Jay reaches level 65.	None	NA
Shirley's Figure Issues	Grune reaches level 66.	None	NA
Looking Back	Shirley reaches level 67.	None	NA
Boring Grind!	After battling more than 1000 times.	None	NA
Not Doing So Hot	Moses defeats the last enemy and his HP and TP are full at the end of the battle.	Until next battle	Yes
It's All Rod's Fault	Moses takes a long time to win against a weak enemy and has a status effect.	Until next battle	Yes
Too Slow!	Normo wins the battle with a sliver of HP left and battle members are those in the skit.	Until next battle	Yes
Grune's Sympathy	Senel is the controlled player and takes long time to win against a weak enemy.	Until next battle	Yes
Sealed We Stand	Grune wins the battle in a short time and only uses regular attacks. Battle members are those in the skit.	Until next battle	Yes
Chloe's Desire	The past 15 battles were all easy victories. Battle members are those in the skit.	Until next battle	Yes
Will's Fearsome Strength	The past 15 battles were all difficult victories. Battle members are those in the skit.	Until next battle	Yes
Run Away! Run Away!	The past 3 battles were all difficult victories. Battle members are those in the skit.	Until next battle	Yes
Life is Never Easy	Run away from past 3 battles. Battle members are those in the skit.	Until next battle	Yes
For Love of Money, Part 1	Run away from past 3 battles. Battle members are those in the skit.	Until next battle	Yes
For Love of Money, Part 2	Acquired EXP in the battle is over 5000. Battle members are those in the skit.	Until next battle	Yes
	Acquired gold in the battle is over 5000. Battle members are those in the skit.	Until next battle	Yes

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Official Strategy Guide

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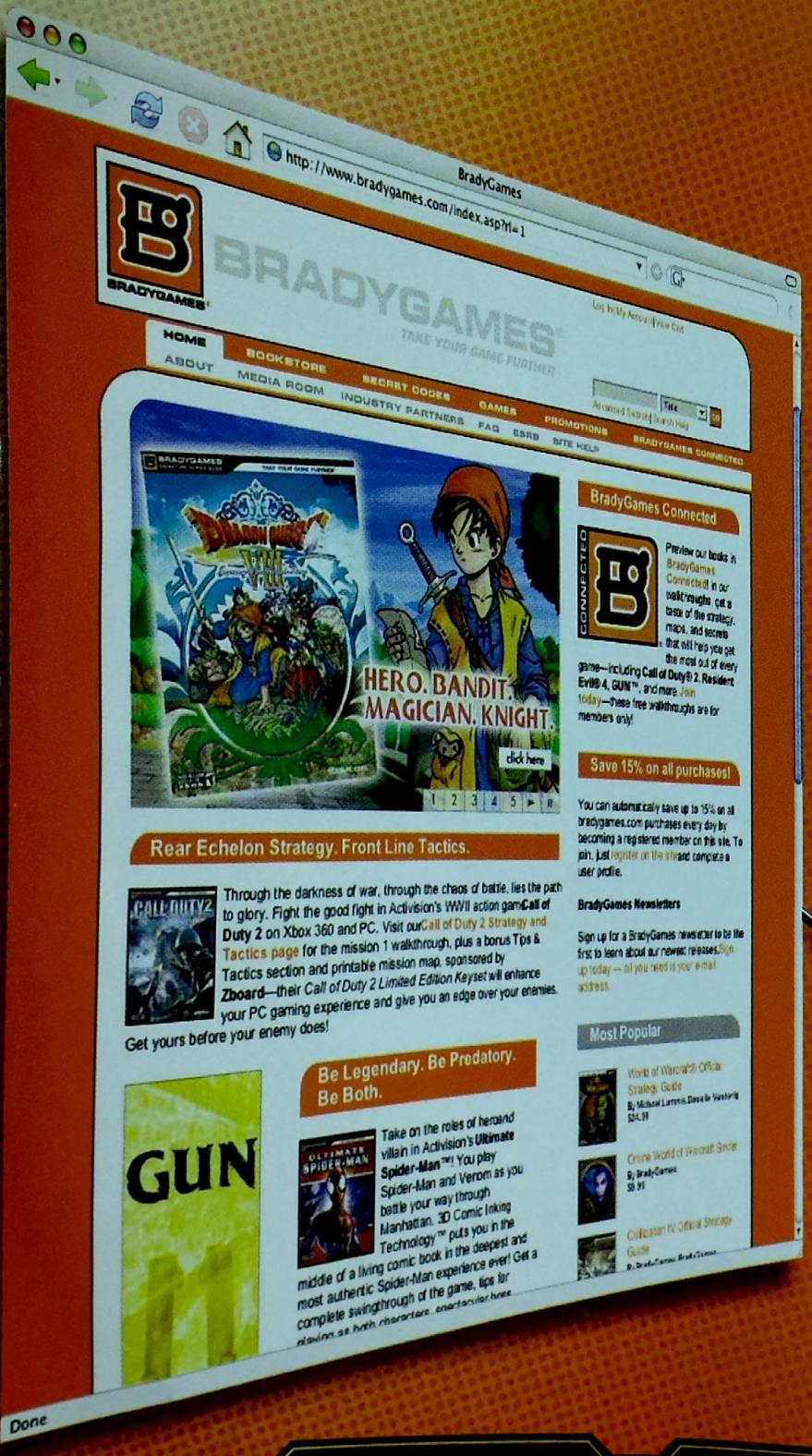
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